PRIMA° OFFICIAL GAME GUIDE















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Fletcher Black

Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixilated. Similarly,



Fletcher earned a journalism degree from the University of Oregon, but while the other students wanted to expose political corruption or corporate scandal, Fletcher sought to reveal greater truths, such as how to beat Bowser, find all the pieces of the Tri-Force, and collect every single Pokémon. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include FEAR, Perfect Dark Zero, Ghost Recon Advanced Warfighter, and Heroes of Might and Magic V.

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Hard Justice	4
Smooth Tequila	4
Cast	5
Inspector Tequila	5
Jerry Ying	5
Police Chief Lee	6
Wong	6
Yung	7
Damon Zakarov	7
Tequila Style	8
Getting Started	8
HUD	8
Controls	9
Tequila's Moves	9
Stylish Techniques	9
Diving	10
Environmental Hazards	13
Standoffs	14
Tools of the Trade	16
Tequila Bombs	19
Health Boost	20
Precision Aim	20
Barrage	21
Spin Attack	22
Marketplace	23
An Hour to Kill	23
Continued On Next Page	23
Continued from Previous Page	24
The Rabbit Trap	28
Ambushed	30
Precision Aim	32
The Rabbit Returns	34
Personal Invitation	36
The Teahouse	38
Closing Time - Boss Battle	40
Tai O	42
Fish in a Barrel	42
Where There's Smoke	44
Path of Destruction	47
The Hornet's Nest	49
Hidden Cove, Hidden Danger	52
Smuggler's Bay	55
Crash!	58
Ship Captain and Crew	59
Flight to Flotilla	60

Light Up the Sky	61
Sinking Feeling	62
Blow This Place to Hell	65
Mega	69
No Reservations	69
Let It Ride	74
Who Told You to Stop Playing?	76
Lounge Act	77
Mega Battle-Boss Battle	80
Zakarov Penthouse	83
In the Loop	84
Take the Stairs	86
Parking Attendants	87
Lot Full	88
Welcome to Hell	90
Penthouse View	93
A Shot of Tequila	95
You Call That Hell?	95
Vlad's Escape	97
Window Seat - Boss Battle	98
Chicago History Museum1	00
Welcome to the Party1	01
Dinosaur Exhibit1	07
Rooftop Ambush1	13
Death from Above1	15
Face-Off-Boss Battle1	20
Disarming1	23
Clouded Judgment1	25
Brothers Divided - Boss Battle1	29
Slums of Kowloon1	33
The Storm Ahead1	33
The Courtyard1	35
Debris Field1	41
Condemned1	45
Wong's Estate1	47
Crashing the Gates1	47
Heavy Artillery – Boss Battle1	50
Inside the Mansion1	51
The Final Showdown - Boss Battle1	55
lultiplayer15	58
Getting Online1	58
Multiplayer Strategies1	58
Kowloon Teahouse1	59
Tai O Drug Labs1	63

Golden Dragon Casino	166
Mega Lounge	171
Totem Pole Gallery	173
Dinosaur Rotunda	176
Chicago Penthouse	180
Achievements and Unlock Sh	10p184
Xbox 360 Achievements	184
Story Mode Achievements	184
Multiplayer Achievements	185

Jnlock Shop	185
Art Gallery	185
Video Gallery	186
Multiplayer Skins	186
Move-Specific Achievements	187
Chapter-Specific Achievements	189
Other Achievements	190
Behind the Scenes	191
John Woo (Director)	191
Chow Yun-Fat (Inspector Tequila)	192







Smooth Teguila

What do a cadre of Hong Kong gangsters, the Russian mafia, and a by-the-book police chief all have in common? They're about to learn there is nothing more dangerous than a man with nothing to lose—especially if that man is Inspector Tequila, the toughest cop in the Hong Kong police department. Tequila's the sort of cop who takes on any challenge and doesn't wait for backup. He charges into the room first filled with grim determination and courage so ferocious it crosses the line between brave and reckless.



Tequila may not play by the rules each and every time—much to the chagrin of his captain—but he understands that when facing off against Hong Kong's criminal underworld, sometimes justice lingers just outside the edges of the law. And that's just where Tequila must reach when a patrolman goes missing.



The kidnapped officer is just the opening shot in a turf war that's about to explode from Hong Kong across the rough Pacific seas to downtown Chicago. Mr. Wong, the overlord of Hong Kong's Dragon Claw crime syndicate, finds his empire threatened by an upstart crew, Golden Kane, but also a Russian crime family no longer content with overlooking the big game in Hong Kong. Billions in filthy money is at stake. Without options, Wong extends a hand of friendship across the thin blue line. Of all the cops he would want to defend his throne in the criminal world of Hong Kong, Wong has some blackmail which can bring Inspector Tequila to his side.



A cop like Tequila wouldn't normally be seen in the same room with a snake like Wong, except to either slap some cuffs on his wrist or, if pressed, put him down once and for all. Tequila is given the choice to help Wong or suffer the loss of something dear to him. This choice weighs heavily on Tequila when Wong requests that he not only step between the three armies—Dragon Claw, Golden Kane, and the Russian mob—but also take sides. Why choose when he could let these animals tear each other apart?

Tequila's hands may be bloody, but they aren't dirty, so it's going to take some extraordinary leverage to make him cross the line. When Wong pushes a single photograph into Tequila's hands, the rules of the game are forever changed. Tequila is going to show Wong and every other lowlife thug in Hong Kong that maybe there is indeed something more dangerous than a man with nothing to lose—a man with a little hope still beating in his heart.







Hard-boiled Inspector Tequila is Hong Kong's best cop-but he's paid for his career at the cost of everything else in his life. Nobody gets close to Tequila, as the warrior has built a barbed wire fence around his emotions. If he has nothing and nobody to care for, he can remain on the edge. In that second of hesitation to think about a loved one, some thug can get the drop on you, after all. Tequila wasn't always like this, but good luck trying to crack the detective's iron shell now. Tequila is easily the department's best shot. He possesses almost superhuman senses with the ability to react so quickly to a situation that it seems like his enemies are in slow motion. Drawing on equal reserves of insane bravery, absolute resolve, and cool tranquility, Tequila can almost see the fight before it happens, scoping every angle for the advantage. To an outside observer-like his chief-it looks like Tequila is just indulging in senseless, blind risk. But when all hell is breaking loose and you're staring down the barrel of a gun, there's nobody better to have defending your city.



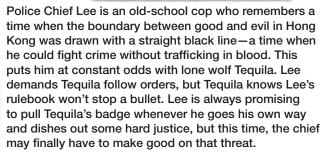
Jerry Ying is an undercover cop—a mole in the Dragon Claw syndicate. Ying worked hard to get close to Wong, but entering the boss's inner circle requires doing some unsavory acts. Tequila hopes Ying hasn't been corrupted by Wong, wooed by the glamorous lifestyle of Hong Kong's most powerful villain. When you're that deep undercover, sometimes the line between good and evil can blur to the point where you don't know whom to trust, including yourself.







Police Chief Lee





Wong is the head of the Dragon Claw crime family, one of the oldest criminal organizations in Hong Kong. Like Chief Lee, Wong comes from a different era, when things were still painted in black and white. Honor was a currency you didn't spend freely, wasting it just for a cheap thrill or an immediate payout, and there was a difference between ruthlessness and cruelty. Times change, though, and Wong finds his empire under attack. Golden Kane, an upstart gang lead by the ambitious Yung, has no respect for the old ways. Yung is gunning for Wong's territory and will use any opportunity to take from the old man. And if parrying Yung's advances weren't enough, Wong must also deal with the Russian mob, which has noticed the billions flowing through the Hong Kong underground. Can Wong survive this dual threat?





There's evil and then there's Yung. The head of the Golden Kane gang is a smooth, flashy character. But don't let his devilish smile fool you. Yung will put a bullet between your eyes just to vent his anger. Unlike Wong, who will sacrifice his needs for honor, Yung has no honor. He will kill, cheat, and betray whomever is necessary to advance his reign in Hong Kong. Yung wants a piece of Dragon Claw's action—and not a small piece, either. Yung doesn't think small. And to get what he wants, Yung will do anything and doublecross any partner to control Hong Kong.



The Russian mob wants a taste of the action in Hong Kong and Damon Zakarov is the ruthless Chicago mob boss that partners with Yung to help reach his lofty goals. Wong has no desire to give up any territory to the Russians, but Yung could definitely use Zakarov's muscle to advance his own interests. Zakarov is happy to oblige in exchange for power under the rule of Golden Kane, but he has no patience for screwups and unnecessary risk. This makes for a tenuous bond between the two criminals. Perhaps Tequila can pull the fraying thread at the fringe of their partnership.





Getting Started

Now that you know the players involved in this case, it's time to rattle a few cages and see what shakes loose. Before you jump into the thick of battle against the crime families of Hong Kong, you had better know what you're doing. Inspector Tequila may have all the right moves, but it's you who must make sure you know them, too. Never wade into a river of blood without a lifejacket.





A mobile phone screen alerts you of new objectives during each chapter.

- Health Meter: This red meter measures your remaining health. When it empties, Tequila falls. Don't let the people of Hong Kong down—keep that meter full by seeking out first aid kits or using the Health Boost Tequila Bomb.
- 2. Tequila Time: The orange meter measures the amount of Tequila Time at your disposal. When you jump into Tequila Time, the meter slowly drains. When it runs dry, you flash back to real time. The meter replenishes whenever you are not using Tequila Time.
- 3. Tequila Bombs: Tequila has four special super-moves he acquires while working on the case. The available Tequila Bombs are displayed on this cross. The green ring behind the Tequila Bomb shows how much style you have banked. When you can use a Tequila Bomb, it lights up on the cross.
- 4. Style: Dispatching enemies with flair earns you style points. If you can keep up a steady stream of stylish kills, you earn stars. Keep racking up style kill combos and watch your star power (counter) grow.
- 5. Weapons: Your current weapon is always displayed with the amount of remaining ammunition. Your secondary weapon is displayed behind the current weapon. If you are completely out of ammunition, the weapon is replaced with a bare knuckle icon.
- 6. Current Objective: If you have a specific objective, such as a number of charges to set or a number of drug tables to destroy, the current count is displayed up here.



Always seek out first aid kits on the walls or in corners to replenish your health.



An onscreen prompt tells you if you are standing over a weapon you can pick up.







Inspector Tequila is a highly trained cop capable of taking care of himself in even the most harrowing circumstances. His lethal combination of bravery and Zen cool keeps him right on the edge, able to slow down the scene and make all the right plays. Mastering Tequila's impressive repertoire of moves and skills helps you get the first push on the gangsters of the underground and then keep them on their heels until you reach the top of the food chain.

Stylish Techniques

When Tequila has his back against the wall or is ready to try something crazy, his world slows down. The other cops on the force have a term for this unique phenomenon: Tequila Time. Even though he appears to be moving at normal speed to every one else in the room, Tequila himself sees events happen in slow motion. A room that is really a frenzy of bullets and bloodshed looks to Tequila like a slow, graceful ballet when he's in Tequila Time. Except that in this performance, when the music stops, somebody—hopefully, the bad guy—is dead.

STRANGLERON

When Tequila Time is initiated, the color drains from the screen. The sepia tones help you identify targets easier than if you were



trying to pick out a thug in the middle of a Technicolor blur. Use these precious seconds of slow motion to help Tequila get the drop on your enemies, such as targeting kill zones like the head and chest.

Tequila Time doesn't last very long. Check the orange meter in the screen's upper-right corner to see how much Tequila Time you have left so you aren't caught in the middle of a firefight when the world slams back to normal speed. As soon as Tequila Time disengages, the bar starts to refill.



The default setting for Tequila Time is always on. This means that if you have at least a sixth of the Tequila Time gauge, the slow motion automatically goes into effect whenever you perform a stylish move while pointing your guns at an enemy. If you make a dive while facing away from your foes, nothing happens. But if you dive and swing your guns around to face off against a suspect, Tequila Time kicks in and you can use your heightened senses to your advantage.



You have the option to turn automatic Tequila
Time off, allowing you to engage it at your
choosing. You may wish to try this later on,
preserving Tequila Time only for your discretion.
However, when you're first on the case, leave it
on to get a sense of how it works.



points. Watch the screen's lower-left corner, above the Tequila Bomb gauge, while blasting enemies. The more stylish kills you pull off in a row, the more stars appear there. Push yourself to the limit to pop each thug with real flair and maintain a five-star rating. The more style points you bank during missions, the more cool stuff you can unlock at the shop.



Always seek cover against multiple enemies. Crouching down behind a counter or table gives you a moment to breathe, regain Tequila Time, and survey your surroundings. Maybe there's something in the room you can use to your advantage?

DIVING

One of the essential moves in Tequila's library of cool is the dive. Pull the left trigger while pushing the control stick in any direction to initiate a dive. Tequila lunges through the air with his guns outstretched toward the closest bad guy. While in the air, you can aim at any





target—a task made much easier when Tequila Time is activated. The dive is a great way to quickly move out of deteriorating cover (wooden tables and plaster pillars don't last long in a heated firefight) or cross an open hallway.





Tequila flips on his back and trains his guns on the gangster behind him. You can squeeze off a few quick shots while flying backward, putting down the enemy before seeking new cover.

BALANCING ACTS





Inspector Tequila is aifted with extraordinary balance. When you look at a surface Tequila can run across while balancing, such as up a banister or along a wooden pole, the object is marked with a white streak. Shooting suspects while balancing is considered quite

stylish, so this is another good way to bank some style points. Use Tequila Time with a balancing act to really turn on the cool and earn some fat style points while taking out the trash.



Tequila can also grind down banisters. As soon as you hop up on a banister that leads down, Tequila automatically slides the length of the surface. While he slides, you don't have to worry about moving-which is a blessing if you have Tequila Time in the bank, and a curse if you don't. Slowly grinding down the banister while shooting bad guys is great. Running out of slow motion while flanked by thugs is a good way to end up dead. Use a dive to bail out of the slide and seek cover as soon as possible.

TABLE SLIDES

Run toward a table or counter to make Tequila slide across it. There are no extra button presses to pull off this move; the cop automat-



ically slides across the flat surface with his gun out in front of him. This is a good technique for getting around a table while targeting an enemy. If you have Tequila Time, sliding across a table while slowing things down is worth some good style points.

WALL SPRINGS

Tequila can run up a wall and kick away from it, springing backward while targeting suspects. The wall spring is



a good technique for bouncing out of a corner. Use it in conjunction with Tequila Time to get the drop on a nearby bad guy. While jumping back, you can swivel to the side and pump a whole clip into an advancing thug.

ZIP LINES





Need to cross a great distance? Look for a nearby zip line to soar over gaps like chasms and rivers. While in the air, you can target enemies with some serious style. Pull back on the control stick to slow your descent or push forward to speed toward the bottom. As you dive-bomb

thugs at the bottom of the zip line, kick on some Tequila Time to rack up some cool. Your enemies will never know you're coming until you fire that first shot, so use Tequila Time to slow things down and make sure that first squeeze of the trigger counts.



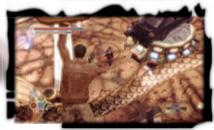
Look for exploding barrels or environmental hazards while descending a zip line. If a waiting armada is at the bottom of the line, a strategic explosion there might take out the whole crew before you put your feet back on the ground.



STRANGLEROLD

CHANDELIER SWINGS





In the middle of a gun battle, Teguila isn't too worried about a little thing called gravity. He leaps through the air with little regard for the old adage of "what goes up...." While jumping through the air, use chandeliers to swing across openings like courtyards and museum rooms.

In the air, you can use Tequila Time to slow things to a crawl. From a high vantage point like a chandelier or lantern, you can get a really good look at a room and all apparent threats. Plus, the bird's-eye view means you have a clear shot at the top of a gangster's head—that's a one-shot kill.

If you dismount from a chandelier while swinging over an enemy's head, you come crashing down on him, knocking him out cold. This technique is definitely good for earning some style points.





Paper cranes
(special pick-ups)
are often
hanging beneath
chandeliers. Use
the chandelier
swing to pick
them up.



Need to cross a room quickly? Look for a hanging lantern or chandelier. The gangsters are good shots, but not good enough to blast you while you're swinging through the air.



Hold on there, Tarzan—don't linger on a chandelier. The longer you swing back and forth, the easier it is for the enemies to track your movement. Their first few shots may miss you, but they'll soon able to lead your movements and put a few slugs in you, no matter how cool you look up there.

ROLL CARTS



Look for rolling carts and use them to cross rooms quickly. Dive on top of a rolling cart and it carries you across a room. Watch out—you might roll right into a viper's nest. Make sure you have a little Tequila Time in the bank before you start rolling toward suspects. Your fast approach makes you hard to shoot, but unless you can slow the scene appropriately, you'll have a tough time drawing a bead on your targets, too.

Roll carts are a great way to get the drop on suspects. If they are looking for you across a large room, quickly rolling alongside them gives you the element of surprise.



TAKING COVER





Tequila can slam flush against corners or pillars to take cover against incoming fire. You can then press either left or right on the control stick to peek out from cover and return fire. To leave cover, press the control stick away from the surface you're hiding near. Use Tequila Time

while taking cover to scope out bad guys from relative safety and earn a few style points while you're at it.



Building corners are good cover because they don't really deteriorate. Columns and pillars offer only temporary respite, though, as your enemies' bullets can chew through them in a matter of seconds. Use those precious seconds to get your bearings at least.



Tequila is an expert at surveying his surroundings and using them to his advantage. Sometimes a direct assault is not the best tactic and you must seek out alternate means of dispatching your foes. That's when the environment comes into use. You might be surprised by how many precariously perched heavy objects decorate the urban landscape—all it takes is one well-placed bullet to bring something heavy crashing down, eliminating the thug unlucky enough to be standing beneath it.

The exploding barrel is a staple in action chases. and there is also no shortage of hazardous steel drums in Stranglehold. Look for these barrels, often painted green or yellow, and blast them from a safe distance to tear apart any nearby enemies. White propane





tanks unleash a small blast radius but still cause enough damage to at least knock an enemy down, if not kill him outright.

Oh, and if you're concerned about maintaining your style, know that killing some blowhard gangster with a falling sign is just about as cool as you can get.

GLINTS



Most environmental hazards that Tequila can use to his advantage are marked with sparkling glints, such as a flash of white light under a street sign. Shooting these glints causes a chain reaction of sorts, making the hazard fall or collapse. Environmental hazards, like signs or falling structures, are excellent ways to take out multiple enemies with a single shot and rack up some impressive style points.





Use an air conditioner to help this thug cool off.





Blast the cable on this green sign so it swings down and knocks this thug out cold.



Shoot out the support beam holding up these rocks to crush the enemies standing beneath them.

This giant dragon sign causes a chain reaction that takes down the rooftop over the enemies to the right while falling directly on the suspects to the left. You can effectively



take out four enemies with just one bullet.



It's often hard to see a glint while using Tequila Time—the flash is muted by the sepia tones and the overexposed light.

BREAKABLES



Look for yellow chevrons marking unstable or weakened beams and poles. You can splinter the wood with just one or two bullets. Chevrons mark poles and beams that either cause some sort of chain reaction or open a new path through the area.



STRANGER ON

Blasting the chevron on this rotting pole creates a path for Tequila. He can now run up to the rooftops. And since he must balance while running, you can get some style kills while making your move.







Shooting the support beam marked with the chevron drops a paper crane to the ground. Now you can pick it up—well, you can after you've shot your way over to it.

HIDDEN ROOMS

Always be on the lookout for wooden doors that look weak from age or misuse. You can turn these doors into a pile of splinters by blasting them with your guns. These old doors often hide special pick-ups, like paper cranes or powerful weapons. These





hidden rooms are also a good place to hide for a few seconds and let your Tequila Time gauge refill.

Shooting up the scenery isn't only beneficial for eliminating thugs and hooligans, it's also the best way to cause enough damage to earn the Massive D achievement (see the Achievements and Unlock Shop section). You must wreak serious havoc—75 mil worth—to unlock this achievement, so start early by shooting anything that looks even mildly valuable. Street signs, crates, vases, food, ornate pillars, slot machines—if you can wreck it with gunfire, take it out to start banking damage.

Standoffs

Sometimes Tequila's bravery gets the better of him and he walks into a trap. Four or more gangsters coordinate an ambush, surrounding the cop. Everybody draws their weapons, nervously stretching them out in front of them like a coiled cobra ready to strike. Nobody breathes. Nobody pulls the trigger. This is a standoff. Everybody waits for somebody else to pull the trigger, because as soon as the first shot rings out, the whole thing erupts into a bloodbath that plays out in just a few seconds.





No matter how much Tequila Time you have in the bank, the standoff unspools slower than real time-that's just part of Tequila's grace under fire. His lightning-fast reflexes allow him to scope out each target guickly and see what-if anything-can be used to his advantage. Is

anybody standing under something heavy? Who is standing closest? As soon as Tequila acknowledges every participant in the standoff, it's time to get to work.

With the left control stick. you can dodge bullets that fly through the air like molasses. Follow the bullet trails and move left and right to avoid catching one in the chest. Never stay still, allowing the bad guys to draw a bead on you. Keeping moving left and

right to keep them





guessing, even if you momentarily block your view of the target while switching poses.







Aim your gun with the right control stick. When the cursor rolls over a target, it turns red. You have the shot. Pull the trigger to fire a single bullet. Hopefully, you'll strike the head or chest and put the foe in the dirt with a single shot. If you miss, or hit just an extremity, you have only one more chance to take a shot before you move on to the next thug. Anybody missed during the standoff must be dealt with in real time if you survive the other gangsters' bullets.



The target cursor remains green if you aim for an environmental hazard—you just have to trust your judgment.

TRIVIA

The standoff, sometimes called a "Mexican standoff," was popularized in John Woo's gangster movies and later adopted by many American directors, such as Quentin Tarantino, who used the technique in the breathtaking climax of *Reservoir Dogs*. However, if you want to see the standoff that inspired all of them, watch the last five minutes of the classic spaghetti Western, *The Good, the Bad, and the Ugly* by director Sergio Leone. The standoff in the Civil War graveyard, set to composer Ennio Morricone's haunting score, is one of the greatest moments in cinema. Period.

ANATOMY OF A STANDOFF

These five thugs think they have the drop on Inspector Tequila. You're about to show them just as how wrong they are. Follow



how this standoff plays out, using every piece of the environment to Tequila's advantage.





This hoodlum thinks he's got the drop—wrong. Blast the sign above him to send him crashing to the floor.





Did this idiot not notice he was standing next to a propane tank? Shoot the tank and the resulting explosion sends the thug crashing face-first into the television. Hey, there was nothing good on anyway.





At least this guy isn't standing next to anything that explodes. But, really, out in the open? Put him down with a single bullet to the chest.





This might be the smartest criminal in the bunch. He minimizes his exposure by hiding behind an overturned table. Go for the head while dodging bullets.





It's time to end this farce. The fifth thug thought that having higher ground would give him the advantage. But he didn't look up before drawing on Tequila. Blast the air conditioner over his head to end the standoff.

STREINER FOLD

Tools of the Trade

The Hong Kong underground only accepts two currencies: honor and bullets. The honor of a cop, no matter how close he steps to the line, will only take Tequila so far. So the inspector must trade in death. Tequila never fashioned himself a master of the roughhouse, instead of fists he relies on cold, hard steel. Sure, Tequila will resort to serving up five across the eyes if an enemy gets too close, but bullets are impartial messengers—they dispatch justice swiftly and without hesitation.



Tequila starts the missing cop case with the only two things he trusts: his twin pistols. But it will take more than these handguns to tear apart no fewer than three criminal families. He must seek out more powerful guns, dropped from the cradling arms of gangsters who never saw him coming. Tequila can pick up any dropped weapon. If he already holds that weapon, walking over the same weapon refills its ammunition count. (There's no hassle of picking up partial clips.) The inspector can only hold two guns at a time, but one of the two weapons can be dually wielded guns, such as the submachine gun. No weapon must be given up to carry grenades.

It typically takes
several shots
from Tequila's
twin pistols to
send a thug
down for the dirt
nap. If you can
pull off a shot
square to the
head, especially
during Tequila



Time, you need to pull the trigger only once to give the undertaker something to do over the weekend.

Dual-wielded pistols are Tequila's specialty. Holding down the trigger while Tequila is running or diving lays out a steady stream of fire, but you can increase his rate of fire by pulling the trigger repeatedly. Each quick pull fires a single pistol, alternating back and forth between each weapon. While each pistol shot may not do as much damage as a shotgun blast, the sheer frequency of manually dispensed pistol bullets coupled with the excellent accuracy makes them a superior choice in difficult gunfights.

TRIVIA

Tequila's pistols are based on director John Woo's favorite sidearm, the Beretta 92F.

PISTOLS



Tequila calls his twin pistols his only true

friends—and for good reason. They have helped him out of more jams than any late arrival backup sent by his hesitant police chief. These pistols are Tequila's default weapons—he starts every mission with them. However, it is advisable to pick up a secondary weapon as soon as possible. But as tempting as it may be, don't be too eager to discard the pistols when more powerful weapons become available. Like a homely prom date, these pistols will still be there for you after the more attractive prospects have gone home. With their high ammo count—120 bullets—these babies can really go the distance.

SHOTGUN



This shotgun is a horrible ranged weapon, so if you're involved in a shootout

over distance, put this weapon aside until you have no other options. But if you're in close, nothing beats a single blast from the riot gun's cannonlike barrel. One point-blank shot rips a man in two, guaranteeing he never gets up to cause you any more grief. If you're running and gunning down corridors or clearing a building room by room, there is no equal for the shotgun.



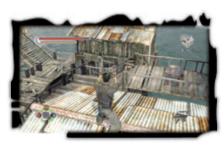
Using Tequila
Time, dive out
from cover and
unload a fat
blast from the
shotgun to watch
an explosion
of crimson fill
the air.

Damage Level: Heavy



Starting Bullets: 50 **Maximum Bullets: 200 Damage Level: Light**

Compact and blessed with a high rate of fire, the submachine gun is a good weapon for pushing back an advancing enemy. Just make sure the thug is close enough to make the rat-a-tat count because this gun is about as accurate as a neurosurgeon with a nasty hangover. This isn't the most desirable weapon available to Tequila, but it's sure better than trying to fight off a shotgun-carrying gangster with bare fists. Submachine guns can be dually wielded, too, doubling their stopping power-but at a cost of burning through your magazines twice as fast. The trade off is certainly worth it, though, because a lone submachine gun is no match against enemies who come loaded for bear.



Dual submachine guns pop like the drum beat of some tired techno club retread. but when the music stops, chances are good that your target is as dead as disco.

ASSAULT RIFLE



Next to the standard pistols,

the assault rifle is the most reliable and well-rounded weapon at Tequila's disposal. This military grade rifle has a solid rate of fire and a decent-size clip that isn't used up as fast as a submachine gun magazine. The assault rifle is an accurate weapon at medium to long distances, but if a thug gets close enough for you to smell his cheap aftershave, this weapon certainly won't let you down. It's just a little slower on the draw when you're in the middle of a dive, so try to avoid surprises whenever possible.

Toward the end of the game, the assault rifle is as common as a phony bill in a back-alley huckster's wallet, so consider keeping it handy at all times. Finding easy ammo restocks is almost as important to Tequila's survival as his fancy footwork.



The assault rifle is brutal when used in conjunction with Tequila Time—they're the best cocktail since tequila and soda water. At least, it is according to the inspector. He's the only guy who can stomach

GOLDEN PISTOLS



The golden pistols are a rare find, but when you spot them, seriously consider picking them up. These pistols are precision hardware, engineered with unparalleled accuracy. Each round is ultra-powerful, too-if you wield both golden pistols, it's like holding a cannon in each hand. The biggest drawback with the golden pistols is their small magazines. You can burn through the ammo quickly in a firefight and without additional golden pistols laying around, the guns are soon more useful as paperweights.



Look for the glint of golden pistols in out-ofthe-way rooms sometimes hidden behind breakable wooden doors.

GIRENIA MODERATE SENTE

ROCKET LAUNCHER



Rocket launchers are few and far between in the Hong Kong underground, but you can trust that it's not difficult to spot them in the wild—they're often being held by a criminal

Starting Rockets: 2
Maximum Rockets: 3
Damage Level: Heavy

with an inflated sense of security. Just one direct blast from a rocket is enough to guarantee Tequila a twenty-one gun salute, so when you see some thug hoist that launcher onto his shoulder, make yourself scarce. Should you procure one of these weapons (and you should, they are so *choice*), don't be loosey-goosey with the trigger. You only have two shots and little chance of reloading anytime this millennium. Don't even pull it out in close quarters combat. Splash damage knows no difference between good and evil.

These thugs are all hopped up on whatever junk Golden Kane is producing at this drug plant, so don't think that waving a rocket launcher in their faces will make



them think about their career decisions. It won't.

HEAVY MACHINE GUN



The heavy machine gun eats men for breakfast—this gun has fangs. Not as rare as the rocket launcher but still a gem of a find, the heavy machine gun is great to point at

Starting Bullets: 90 Maximum Bullets: 180 Damage Level: Heavy

an enemy, but awful to stare down its barrel. You can tell which enemy is boasting a heavy machine gun by following the throaty "chunk-a-chunk" sound of bullets loading and expelling from the chamber. If you can't zero in on the sound, look for brightly colored tracers streaking through the air. Hopefully, they're not whizzing right by your face. The heavy machine gun is tough to feed—there's not much spare ammo laying around—but be sure to pick it up whenever you can.



The heavy machine gun can take down one of Yung's minions with just one or two shots to the torso.

FRAG GRENADE



Starting Grenades: 5
Maximum Grenades: 5
Damage Level: Heavy

Frag grenades also are pretty rare in the field—you spot tiny boxes of five on the ground or dropped by enemies. These blast weapons unleash a deadly shockwave that knocks the wind out of anybody nearby. And if you score a direct hit? There's no getting up from a frag to the mug. The main drawback of the grenade is the time it takes to pull the pin and throw it. While you have your arm back, ready to make the pitch, you're a sitting duck to any enemy brave (or stupid) enough to charge your position.



Frag grenades are the only move/weapon not assigned to a shoulder button, making them sometimes easy to forget. Those gangsters over there should be a good reminder.



Inspector Tequila has four special moves at his disposal called Tequila Bombs. These super-moves are tied directly to Tequila's loose cannon nature, especially his full-frontal assault moves, Barrage and Spin Attack. Only Tequila has access to these moves—they are the great equalizers that help one man bring down many.

At the beginning of the case, only the Health Boost Tequila Bomb is available. As you delve deeper into the criminal underworld, the remaining three Tequila Bombs are acquired. When each skill becomes available, you're placed in the middle of a situation that desperately calls for you to use it, such as using Barrage to help clean up the drug trade in Tai O.



The Tequila Bomb gauge in the screen's lower-left corner shows which super-moves are available, and how much style you've banked. As you finish off suspects with aplomb, you fill the meter. When the meter crosses the threshold marked by the Tequila Bomb's corresponding icon, you can press the directional pad in that direction to unleash the special move. Different Tequila Bombs consume different amounts of the gauge. The Health Boost talent is the "cheapest" of the quartet, while the Barrage Tequila Bomb cleaves one half of the gauge. If the meter is entirely full, for example, you could use Barrage twice in a row, but you would exhaust the meter completely.



Considered management of the Tequila Bombs is the key to survival, but don't be entirely afraid to splurge in a moment of panic. You may have been saving up for a few Precision Aim shots to clear out some pesky snipers, but if you find yourself surrounded with little chance of escape, jam down on the directional pad to unleash the artful fury of the Spin Attack.



Paper Cranes

Stylish kills, such as popping a thug right between the peepers while diving behind a pillar, are the best way to maintain a healthy balance on your Tequila Bomb gauge. However, there are useful pick-ups that goose the gauge by

a full quarter: paper cranes. These ornate origami birds are hidden in each level. Sometimes they are perched on high ledges or submerged in a pool of water—rare is the "gimme" paper crane just sitting out in the open for Tequila.



If you spy a paper crane, chances are you'll be attacked if you immediately make a run for it. Always be

on the lookout for some sort of guard near a paper crane. (Although, you sometimes discover cranes tucked into hidden rooms behind old doors or sitting behind stacked pallets.) If the scene is quiet, you can sometimes hear the call of a real crane that serves as a hint that some origami is lurking nearby. But don't rely on those audio cues to spot a paper crane, as the crane's cry is most likely drowned out by the pop and roar of gunfire.



Paper cranes come in many colors, but they all serve the same function replenishing one qaurter of the Tequila Bomb

gauge. If the gauge is between two Tequila Bombs, say Health Boost and Precision Aim, a paper crane doesn't just extend the gauge to the next move. It fills one quarter of the gauge, pushing it between the Precision Aim and Barrage moves.



STRANGERON

Health Boost

The first Tequila Bomb you acquire is Health Boost. Pressing to the left on the directional pad when the Health Boost icon lights

Chapter Acquired: 1
Quarters Consumed: 1

up replenishes a small amount of your health bar. This is a great way to avoid an untimely demise. If you're caught in crossfire and cover is about three steps too far away, the Health Boost move keeps Tequila in the action. If you have a full Tequila Bomb gauge, you can keep activating the Health Boost to refill a substantial portion of your personal health. That may not be as fun as your plan to dive into the middle of a mob and unleash the cool Spin Attack, but it's certainly better than watching Tequila drown in a pool of his own blood.



In desperate
need of health
but don't have
enough juice on
the Tequila Bomb
gauge for the
Health Boost and



in sight? Find the closest pillar and use it as staging ground for calculated shooting. Crack shots from cover are considered stylish and push your Tequila Bomb gauge into the green.



The Health Boost is not a cure-all. The amount of health it restores is minimal, so be sure to seek cover as soon as possible. Hitting the Health Boost while running into the middle of a firefight is a good way let Police Chief Lee have your badge—he can just pick it up at the morgue.



Inspector Tequila does his best work fairly close in, but some of Wong's and Yung's men have learned to keep their distance from

Chapter Acquired: 1
Quarters Consumed: 1

the cop. Snipers target you from across a courtyard or gorge. Gunners point their weapons through the broken windows of a car, using the chassis as cover. This is when the Precision Aim Tequila Bomb is a lifesaver.







When you spot the target, press up on the directional pad to go into Precision Aim mode. The scene slows to a crawl and Tequila zeroes in on his guarry with tunnel vision. You get one squeeze of the trigger in this sighted mode, so be careful. Use the target cursor as your guide. If it's white, you don't have the shot. When the cursor turns red, you have the thug dead to rights and can take him out. The bullet erupts from Tequila's gun

and the camera tracks it all the way across the scene until it lands about three inches under its target's skin. A hit to the torso, neck, face, or gut with Precision Aim is enough to send a man to Saint Peter. Shooting bad guys in the hand or foot only makes them madder.

You can also use Precision Aim to trigger environmental hazards, such as blowing propane tanks or shooting out support beams. You'll refill the Tequila Bomb gauge for making such a stylish kill, and if the hazard is big enough, you might take out more than one target with a single bullet.







To cancel Precision Aim, press the same button again.







No amount of dry cleaning is going to get those stains out.





My contact lens!





And across the nation, gamers cross their legs.



Precision Aim only uses one quarter, so don't be too stingy. This move can really get you out of a jam when a shooter is dug in too deep for you to get a clean shot without superhuman accuracy.



Out of bullets? With Precision Aim, you always have one left in the chamber. Activating the Tequila Bomb, even if you're down to taking swings at Wong's thugs, brings out Tequila's trusty pistols for a miracle shot.

Barrage

He's a cool customer most of the time, but occasionally Tequila gets angry—and you wouldn't like him when he's angry.

Chapter Acquired: 2
Quarters Consumed: 2

When you press right on the directional pad and call upon this Tequila Bomb, time comes to a standstill while the inspector jams a full clip into the currently held weapon. If it's a shotgun, he loads it with enough shells to blow open the front doors of the imperial palace itself. If you can initiate Barrage with the rocket launcher, you're a one-man fireworks show.







After Tequila loads the gun, the screens slows slightly while you unload on your enemies with little concern about things like health or ammunition. You have unlimited shots during the few seconds the Barrage lasts and no enemy can draw a bead on you to make a successful shot. This is a great way to push through a line of gangsters who would otherwise cut you to pieces with their bullet volleys.

The Barrage Tequila Bomb is lethal against human targets and devastating against the scenery. While punishing criminals with Barrage, take aim at their surroundings to rack up as much damage as possible. The more stuff you destroy, the closer you get to earning the Massive D achievement.



Barrage only lasts a few seconds. When your invincibility is about to run out, you will hear a loud crack on a taiko drum. Seek cover, because any bullets en route to your torso are about to count.



You are immune to bullet damage during the Barrage Tequila Bomb, but you're not god amongst men. If you shot a propane tank point-blank, the splash damage will still kill you. Watch out for blasts and mind your shots when nearby exploding targets like the drug tables in Tai O.

TRIVIA

Tequila's bloody heroics drove the body count in *Hard Boiled* all the way up to 307. Maybe you can use Barrage to top that in this sequel?



Spin Attack

When your back in against the wall, you're shy on bullets, and two dozen of the lowest of the low are clawing for the chance to kill you, you have no other choice—it's time to unleash the Spin Attack Tequila Bomb. This is the most powerful of the three attack Tequila Bombs. After consuming three quarters of the Tequila Bomb gauge, the camera slows down to capture Tequila bringing down the thunder.

Chapter Acquired: 3

Quarters Consumed: 3







The Spin Attack kills every single thug in the area, no matter how many are within range or if they are trying to hide behind an obstacle. In a highly cinematic moment, Tequila, armed with his current weapon of choice, spins in slow motion, pumping lead into everyone who deserves it, with individual camera cuts to show the painful results. (And in the end, don't we all have it coming?) The Spin Attack doesn't consume any ammunition and it happens so fast that

nobody has a chance to fire back while Tequila fills the air with a hail of bullets. By the time the attack is over, Tequila is the only man standing. At least, until the next wave of gangsters fills the room. But that's OK—you can just use those guys as fodder for refilling your Tequila Bomb gauge.

Tequila can use the Spin Attack against bosses at the end of certain missions, but the one-hit kill rule does not apply. However, the Spin Attack does chisel significant damage from the boss' health meter. Just decide whether to save that Tequila Bomb juice for quick heals in case you get into trouble instead of blowing it all on one move.

TRIVIA

Developer Tiger Hill dresses up the Spin Attack Tequila Bomb with director John Woo's signature visual flourishes: doves. The birds first appeared in 1992's Hard Boiled, but Woo uses doves to great effect in other movies, such as Face/Off and Mission: Impossible II. In Stranglehold, when Tequila starts his deadly Spin Attack ballet, the white birds flutter into view, startled by the carnage. No matter how many times the technique is employed, it's still a crazy-cool aesthetic touch.

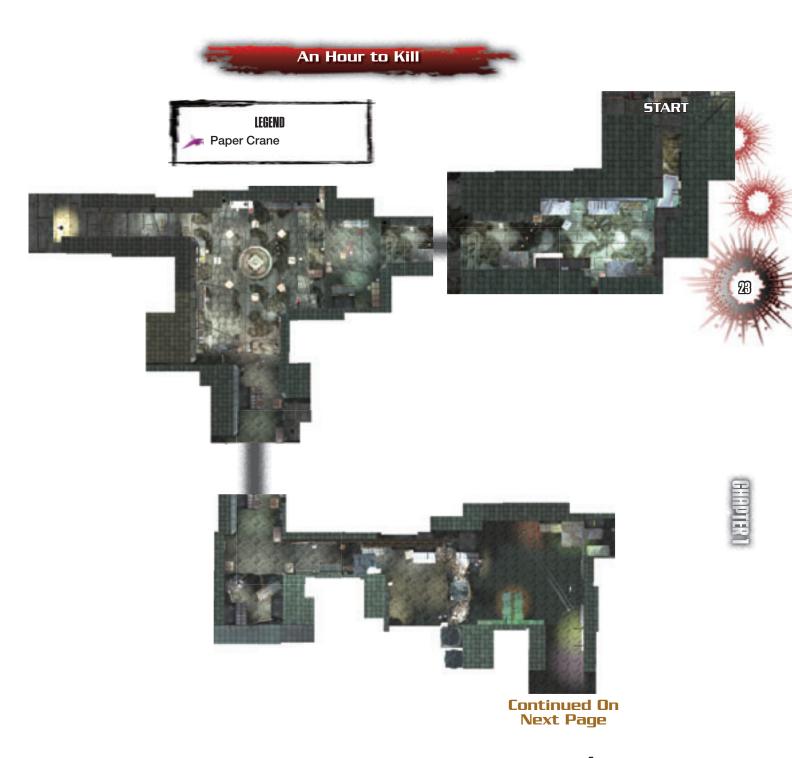


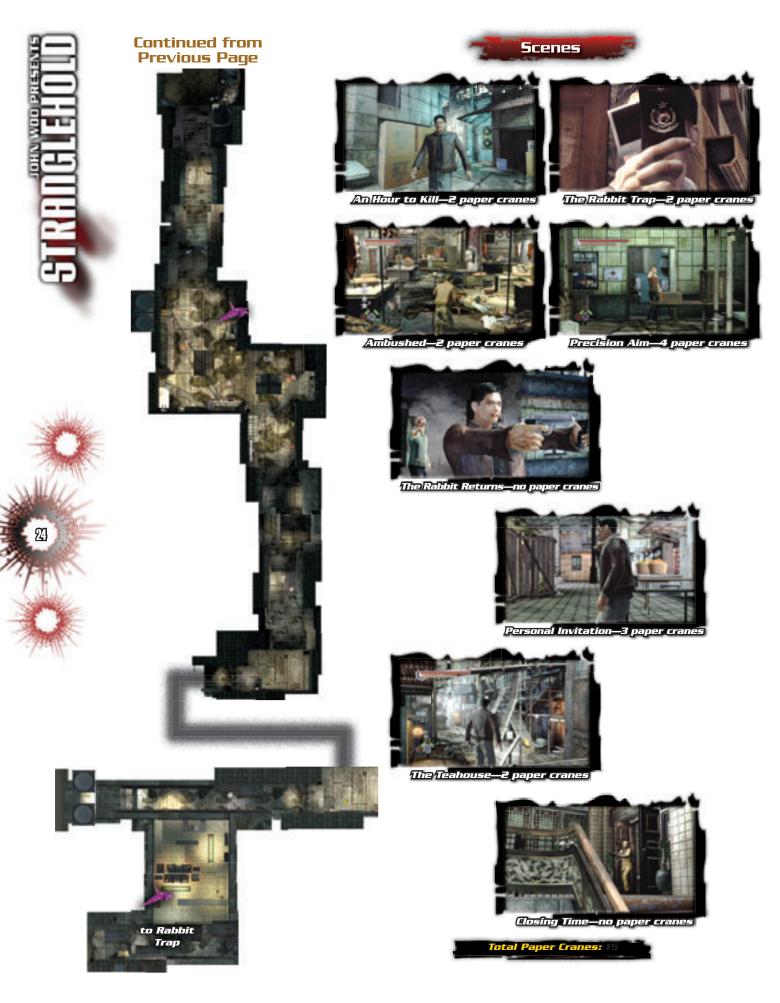


Marketplace



The Kowloon Market is a bustling open-air market by day, but a crime-ridden battleground by night. This is Golden
Kane territory and they can be very protective of their turf.





TO SERVICE OF THE PARTY OF THE



Everybody in the room knows it's a trap. Several detectives beg off the assignment. Undercover detective Jerry Ying knows it would blow his cover deep inside the Dragon Claw syndicate if he tried to rescue the kidnapped officer. Lee waves off their concerns-he isn't

about to send in a single man anyway. He plans to ready an entire SWAT team to take back the officer by force.





Inspector Tequila tells Lee to hold off on the SWAT team: the episode would just end in a bloodbath for both Dragon Claw and the police. He'll go in—alone. Lee tells Tequila that he's not the one giving orders, but Tequila brushes him off. He grabs his coat and bursts out the office door, imploring Lee to not send anybody else in after him: "They'll just get in my way," Tequila says.



When the action starts, you're in a small courtyard in downtown Hong Kong. The coast is clear, allowing you a few moments to

get accustomed to the controls. Take a moment to walk around, try out your guns, and get used to the camera adjustments. This is your only chance, because as soon as the first shot is fired, *Stranglehold* is a roller coaster to the very last frame.





You can shoot almost anything in this game. Test out your pistols on these apples and watermelons. With just a few squeezes of the triggers you have some instant fruit salad.



When you close in on the stairs leading away from the alley, two thugs arrive and draw their weapons. This is your first

gunfight and a great way to acquaint yourself with Tequila Time.





Rush the suspects and then dive toward them, engaging Tequila Time. (If you tuned off automatic Tequila Time, you must activate it manually.) The scene slows, allowing you to target the thugs without worrying about their return fire. Dive through the air and train your sights on

the chest of the first enemy. Try diving backward while taking out the second thug. Using Tequila's dive is essential during this case, so the sooner you master it, the better.

Almost every enemy drops his weapon, so don't forget to pick up guns or refill ammunition after dropping some thug.





Check corners—
you never know
what you'll find
tucked along
the edges of
your path. Guns,
ammunition, and
first aid kits



could be stashed anywhere.







When you step into the next area of the back alleys, you spot several glints. These visual cues identify environmental hazards that

can be used to your advantage. Don't immediately blast every glint you see because enemies might not stand in the path of the destruction yet.





The first two thugs in this courtyard are foolish enough to stand directly beneath these hazards, giving you a fair chance to try out hazards. The thugs will open fire right away, so either take shots at the bad guys immediately or try your aim on the glints above them.

Shooting the awning drops wooden crates on one of the thugs. Popping the base of the electric sign flattens the other.





More enemies step into the courtyard from the fringes. Use Tequila Time to slow things down and take steady aim at the thugs. A few waves of tough guys enter the courtyard; mercifully, most of them have pathetic aim, giving you more chances to practice shooting. The last two enemies in this area step close to the cyclone fence off to the left. Pop both of them or shoot the awnings over their heads to finish the area. If you've been injured, heal yourself with the first aid kit on the nearby wall.





Run down the next alley. Don't worry about crouching for cover behind the wooden crates—there's nobody back here. At the end of the alley, look for a staircase leading down several stories to another courtyard. This is your first chance to try balancing on rails. You see a white line tracing the length of the railing. This means Tequila can balance on it, earning style points if any thugs get in the way. Jump on the railing.

Sure enough, several enemies are waiting for you on the stairs. Tequila automatically grinds down the rail unless you jump off it. If you point your guns at the enemies, Tequila Time kicks in and you can gun them down for big style points. If you use the environmental hazards on the





stairs, such as the signs overhead, you can really boost your points.



At the bottom of the railing, jump to the nearby roll cart and wheel into the middle of the makeshift marketplace. The

market erupts in gunfire as several enemies pop out of nowhere, trying to take out Tequila. While on the roll cart, you can get extra style points for blasting enemies.

Watch out for enemies who burst into the marketplace from the corner opposite the roll cart.





More enemies appear on the stairs leading out of the tiny marketplace.







Try out using cover in this small market. The pillars to the left are weak and cannot take many bullets before they deteriorate to the point that your enemies can shoot you through them. However. when it comes time to take on the thugs on the stairs, get Tequila flush with the

corner of the building. It's much harder for the enemies to take a shot at you when you're behind a cornerstone.





Always look for the red cross on a first aid kit.

Many kits also glimmer, helping you spot them
in the middle of debris and chaos.

If you're playing the Xbox 360 version of Stranglehold, you're undoubtedly gunning for those coveted achievement points. Start on the Origami Master achievement by seeking out every single crane we point out. You need to pick up 250 paper cranes to unlock the achievement, but the 35 points it adds to your Gamerscore will be enviable.





Tequila can not only grind down a stair railing, but he can run up them, too. This is another stylish way to dispatch enemies, so jump on that rail and rush up the stairs. Several suspects are waiting for you, but almost all of them are completely unaware of the heavy signs over their heads. The last dude on the stairs is standing right beneath an air conditioner. Pop the glint with your pistols and crush the enemy.



At the top of the stairs, move down an alley until you reach an open door. As soon as you slip inside this restaurant storage room (nice pigs), you acquire your

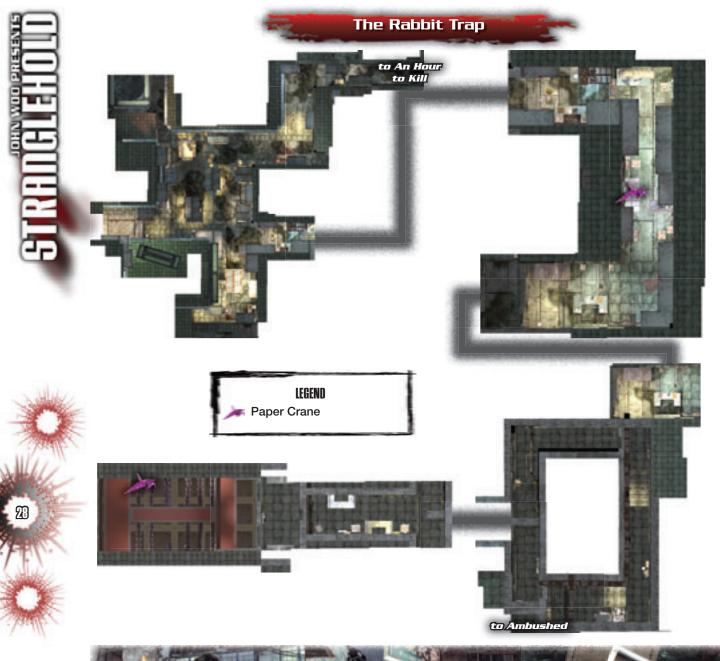


first Tequila Bomb: Health Boost. Test it out by pressing left on the directional pad. You gain back a little lost health—the perfect pick-me-up for when your spirits are flagging.



Inside the next room, you discover your first paper crane on a stack of wooden boxes. Paper cranes essentially are free style points that refill your Tequila Bomb gauge. Each paper crane is worth a quarter of the gauge. All paper cranes have a slight glow around their edges to help you spot them. However, listen carefully and you'll hear the soothing call of a crane anytime you are near a paper crane. After picking up the crane, exit the kitchen to the left and step out into the busy marketplace at Kowloon Square.







The marketplace is thriving. Everything's up for grabs, including a photograph of the kidnapped patrolman, pinned on a message board behind the Golden Rabbit sign. The photograph confirms Tequila's fear—the cop is already dead and Tequila has indeed walked into the middle of a trap. He spies a thug pull out a shotgun in the middle the marketplace, causing everybody to flee. That's a good thing, because the air out here is about to be thick with hot lead.

As soon as the first wave of thugs are upon you, use Tequila Time and dive out of their line of fire. While in the air, train your gun on them and open fire.





There are a handful of white propane tanks in the marketplace. Use these tanks as makeshift bombs. When enemies get

close to a tank, shoot it and watch the fireworks. If the gangster is right next to it, the blast instantly kills him.



If the bad guys are just near the tank, the resulting explosion at least forces them to crouch, giving you a second to take them out before they stand back up.



Be sure not to waste the propane tanks. Several waves of enemies in the marketplace come at you three or four men at a time, so unless you can make the most of the tank, leave it alone. Try to lure the gangsters closer to the tanks so you can take out multiple targets with a single shot and earn style points.



Know your
ABDs—Always
Be Diving. This is
the easiest way
to avoid gunfire
while using
Tequila Time to
take out groups
of suspects,
especially in

fights like this where the gangsters attack in waves. If you can target them right away, you can get them while they are still all together.



After the last batch of enemies storms the marketplace, two gunmen burst through the cyclone fencing off to the right.



Use the nearby propane tank and the hanging signs to make short work of the gangsters. The propane tank on the right can eliminate the first thug. Quickly dispatch the gunman on the left before turning your attentions on a third shooter lingering behind the first two. Blast the glistening signs over his head to knock down an awning, covering the thug in heavy boxes.





Pick up one of the shotguns on the counter next to the third shooter before rounding the corner and progressing down the alley.

As you round the corner, unload on two more shooters. The shotgun makes short work of them if you like to work close, but if keeping your distance is



more your game, then blast the awning to drop a heavy load on the suspects.



Always be on the lookout for explosive tanks and barrels.
You earn more style points for popping a tank and killing a bad guy than if you kill him with a regular gunshot.



After you blast the last gangster with the propane tank, search out first aid kits to heal yourself and then step into an open

doorway. Run down the service corridor until it funnels you back outside.

Just after
slipping inside,
immediately turn
to the right and
blast through
the wooden door.
There is a hidden
movie theater
just beyond that's



playing trailers for upcoming Midway games. Check the seats—there's a paper crane and a golden pistol in here.









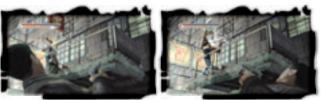
As soon as you step out into the next alley, you're ambushed by three low-rent gangsters. These thugs think there's safety in numbers, but you're about to prove them wrong—a cool head always prevails over a bunch of hoodlums with itchy trigger fingers. It's time for a standoff and here's how to beat these three thugs:



The first thug is standing next to a propane tank.
 Instead of trying to nail this lanky kid in the chest, pop the tank. The explosion sends him face-first into the concrete pillar.



This next thug apparently doesn't care that he's standing less than a foot away from another propane tank. Shoot the tank and watch the thug go sky-high.



 Finish off the last gangster by shooting either the propane tank at his feet or the sign over his head.
 Either way, you survive the standoff and take three more names off Yung's payroll.









There's no time for celebration after surviving the standoff. More gangsters immediately bum-rush your position from the stairs to the right. Tag the thug coming down the middle of the stairs and then pivot to the left to spot a trickier bad guy using the pillars as cover. Blast him while making note of the first aid kit in case you are low on health.

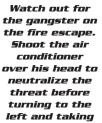


After taking out the enemies on your level, take cover behind the concrete pillar and target the thug crouching behind the fruit stand up

the short flight of stairs. Turn to the left after he's gone and shoot more advancing thugs through the cyclone fencing.



Take cover at the fruit stand to mount your attack on the enemies in the next area.





out the last group of suspects in the area.



Shoot the telephone pole next to the fruit stand to create an alternate path along the awnings of the alley. There is a paper crane up there as well as golden pistols.



Four enemies are off to the left. Use the nearby pillar as cover. Use Tequila Time to slow things down if necessary. After you finish off the last bad guy, shoot the yellow chevrons on the wooden pole.







Scramble along the pole to hop over a tall cyclone fence and drop down into the adjacent alley.



pay for their negligence.





Shoot the dragon sign. It crashes down on the four enemies standing on the ground, killing them instantly.



The fifth thug is on the landing above the sign. Use the propane tank to eliminate him.







One more gunman pops out of a door opposite of the crushed dragon sign. Use the debris from the sign as cover. When he's down,



shoot through the old wooden plank to the left. There is a first aid kit just beyond the planks, but if you glance to the right, you spot another shooter. Blast him and then grab the first aid kit.



Exit the alley through the open door and run through the storeroom to access the next area of the marketplace.

Precision Aim







As soon as you step into the next alley, be careful that you aren't too distracted by those paper cranes on the right. Two gunmen are just waiting for you to try to take them, so crouch down behind the garbage bins on the left and return fire. When the coast is clear, step out and head for the cranes.



As soon as you try to nab the second crane, somebody takes a potshot at you from the next alley. Quickly retreat! This is the moment

you acquire your next Tequila Bomb: Precision Aim. This special move turns any weapon into a sniper rifle, allowing you to slow time and pick out a single target to hit with unparalleled accuracy, no matter the distance. It's a good technique to have, especially now since the next alley is crawling with thugs.



When you step around the corner, don't wait too long before you engage Precision Aim.
Although the first few crews



that tried to eliminate you were lousy shots, these next gangsters have improved aim.



Shoot the metal sign behind the first two thugs on the closest ledge instead of targeting the gunmen individually. The sign swings around and cuts the two men down.

Look out for a gangster on the bamboo bridge just behind the sign. You can spot him as soon as the first two shooters are dead.



Precision Aim is an exceptional tool for dispatching enemies no matter how far away they are, like the fourth shooter in this alley. He's at the



far end of the alley, but this Tequila Bomb lets you pop him as if you were shooting point-blank.



Don't forget
about the paper
cranes in the
alley. If you're
low on style
points, surge
ahead and grab
the remaining
paper cranes on
the alley's right
side so you can
keep shooting at









There are two last gunmen at the opposite end of the alley. Use Precision Aim to pick them off. Target the thug on the left through the window. While taking aim, make note of the first aid kit between the window and the door.

After dropping the thugs, run down the alley. Collect the paper crane on the wooden crates to the right and if you're searching



out bird cages, don't miss the two on the alley's left side.



A hidden room is just beyond the door leading inside from the alley. Look for the crumbling door on the left wall of the galley. Blast open the door with your pistols and step through the splinters.

Several bird cages are inside the room, plus a pair of golden pistols rest on a table. These pistols may not have many shots, but every bullet from these gilded guns is lethal.



The Rabbit Returns





As soon as Tequila steps out of the galley, he's surrounded—another standoff. When will these hoods get the message that it takes more than just a few guys with guns to stop Hong Kong's finest?

This standoff is a little more complicated than the first one—you face five gangsters with their guns drawn. Everybody is itching to shoot, but it's up to you to pop the first party favor and get this show on the road. Here's what you need to do to survive this standoff:







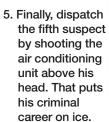
1. The first shooter is standing under a green sign. Instead of trying to aim for the thug's head, fire on the sign. The sign swings from its perch, clobbering the crook.



4. The fourth hoodlum is taking cover behind an overturned table. He's a small target, so aim high while dodging his fire.



2. The green-shirted hood is standing next to a propane tank—it's even at eye level! Shoot the tank. The explosion sends the thug's head through the nearby television.









After surviving the fight, grab the extra first aid kit on the wall next to the third thug.



3. There is no environmental hazard to use against the third gunman. You must dodge his bullets and take aim for his head or chest.



Before you can move on to the next area, look for a gangster hiding behind the rickety wooden fence down the alley. You can spot his movement between the beams. The weakened fence splinters when you shoot it, exposing the bad guy. After you drop the thug, head up the nearby steps.



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Tequila's phone rings-it's the chief. Lee tells Tequila that Jerry Ying confirms a deal is going down at the nearby teahouse. Tequila knows the place-it's Golden Kane territory. Lee warns Tequila to wait for backup, but deep down, he knows he may as well be asking Teguila to sing





"When Irish Eyes Are Smiling" while wearing a tutu. Just before Tequila can protest, a bullet whizzes by his head. He wheels around to see Kwong Fang, one of Yung's enforcers. Fang runs down the alley and Tequila gives chase right into another snake pit.





Several gunmen take Fang's place, opening fire on you from the alley. Evade their shots and return fire. There is a pole to the left decorated with yellow chevrons. Shoot the chevrons and knock the pole down, opening up a route above the alley. Many gangsters are waiting for you up there, so you may want to play it safe and use Precision Aim to thin the herd.



Check behind all of the wooden fences. There's a paper crane and a set of submachine guns hidden away.

This hoodlum is standing on a rickety bridge.
You can either shoot it out from underneath him or just go directly for the enemy.
Surprise him.



Happy birthday!





Shoot the green barrel on the right side of the alley to cause a chain reaction. The explosion not only eliminates the gangster standing behind

it, but it also sends out a shockwave that tears apart the bridges spanning the alley.





If you shoot the ledge behind this thug, you drop a heap of barrels on his head and bring the entire scaffolding to the ground.

When you press into the alley. more thugs burst through the doors. Use Tequila Time to manage the onslaught, sliding over crates and diving to refill your Tequila Bomb gauge. A shooter is positioned on the ledge to the left-he's hard to spot until you are about halfway down the alley.



When everybody is dead (except you), run through the opening down at the end of the alley.



After dropping the gunman on the ledge, run up the bamboo plank to grab a paper crane and refill your Tequila Bomb gauge.













Tequila breezes into the teahouse like he owns the joint. He sidles up to the bar and orders his special from the barkeep: tequila and soda water. While Tequila downs his drink, Kwong Fang observes from the upstairs balcony. Fang is joined by Lok, another one of Yung's enforcers. Lok is as big as Fang is flashy, dwarfing the only man who doesn't know gold suits went out in the 1970s. Lok tells Fang he'd better deal with Tequila now, and coming from that colossus, it's not just friendly advice.



If the bartender at the teahouse looks familiar to you, he should. It's a clever cameo by director John Woo.

Tequila listens in on the deal. The Golden Kane and the Imperial Nine are bickering over some false passports.



The deal goes south when the Golden Kane thug notices a cop at the bar.





Exposed and alone, Tequila roars into action, pulling out his guns and taking aim at the Imperial Nine leader who just executed the Golden Kane thug

with a signature bullet between the eyes.

As soon as you can control Teguila, hit the back of the nearest pillar for cover. The teahouse explodes into action with well over a dozen Golden Kane thugs gunning for you. From the pillars, peek out and take shots at the gangsters, but don't linger for too





long. Their gunfire tears the pillars apart within seconds, leaving your soft parts out in the open.

Watch for gunmen coming out of the kitchen. After you eliminate anybody exiting the kitchen, rush inside and take up a position near the food prep counter. Thanks to the one large door, you can set up a good defensive position in the kitchen, targeting every thug that tries to chase after you.







Eventually, you have to come out of the kitchen. There are more suspects on the balcony, so run up the stairs (or balance on the

banister for style points) and start blasting as soon as you see movement.







A paper crane dangles under the lantern hanging in the middle of the teahouse. Swing from the lantern to grab the paper



crane and earn some style points by blasting enemies from above.



Several first aid kits are found in the teahouse on both floors—look for them on the walls.







Try to finish this section with a relatively full Tequila Bomb gauge. You can complete the upcoming boss battle with little risk if you have enough left in the gauge for three Precision Aim Tequila Bombs.



Remember to dive if you see a gunman coming your way. Avoid his bullets and pop him in the head or chest to pick up some style points and earn another Tequila Bomb.

Closing Time—Boss Battle



After witnessing his men's failure to eliminate Tequila, Kwong Fang has no choice but get his fancy suit dirty. The thug erupts from the upstairs galley with small patrol of personal bodyguards and a rocket launcher. The moment he steps out on the landing overlooking the teahouse floor, he fires the launcher, tearing the place apart. Tequila

has to stop that madman before he brings the whole place down on top of both of them.

There's no way Teguila could survive a direct hit from that rocket launcher, so as soon as the cinematic ends, take cover elsewhere in the teahouse. Kwong Fang remains on the landing for at least a few moments, giving you time to back up from the base of the stairs. His





men fan out in front of him. They are a minor nuisance compared to that rocket launcher, but they are the ticket to refilling your Tequila Bomb gauge during the ensuing battle.







If you can maneuver around Kwong Fang and get upstairs, you will have an easier time avoiding his rockets. But watch out for bodyguards that quickly file upstairs to track you down for the boss.



Need to refill your Tequila Bombs? Target the bodyguards for stylish kills to earn another Precision Aim blast.



Make sure you have a direct line of sight between Tequila and Kwong Fang. You cannot move while using Precision Aim, so it's essentially wasted if you cannot make the shot.





You can cut short Kwong Fang's reign with the **Precision Aim** Tequila Bomb. A single successful shot from this special move carves off almost a third of Kwong Fang's health bar. Plus, as an added benefit, the whole scene slows to a crawl when you engage the Tequila Bomb,

keeping you temporarily safe from rockets and gunfire.

Aim for Fang's head or chest—you cannot afford to waste the Tequila Bomb on an extremity like his arms or legs. The brute has enough adrenaline coursing through his veins to shake off the pain and keep blasting. Take an extra second after engaging Precision Aim to make sure you have a head or torso shot; don't worry about time.

If you can, try to eliminate Kwong Fang from a safe distance with those Precision Aim Tequila Bombs. However, if you run out



of Tequila Bombs or see that the boss is dangerously close to death, you can use Tequila Time to finish him off. Wait for Kwong Fang to let loose with a rocket and then rush him. Dive for the thug, stretching those guns out in front of you. Pump him full of bullets while you fly through the air.



After Tequila drops Kwong Fang, the police finally arrive in Kowloon Square. Lee is waiting for Tequila outside the teahouse, ready to read him the riot act for disobeying an order. Tequila gives Lee the photograph of the dead cop, crumpled against a wall with a bullet hole between his eyes. Both cops recognize that as a signature Imperial Nine execution. Imperial Nine goons are the muscle for the Dragon Claw family, so why are they doing business with Golden Kane? Tequila tells Lee that he's heading down to Tai O, deep in Golden Kane territory, to investigate the link. Lee threatens to pull Tequila's badge if he messes up an ongoing narcotics probe in Tai O. But really, what could go wrong?





Tai O



Tai O, a quiet fishing village "owned" by James Wong and "managed" by the Imperial Nines, has been invaded by the Golden Kane who have set up drug labs with plans for shipping the goods with Wong's stolen fleet.



Drug Lab Paper Crane







At the beginning of the mission, Tequila asks a local fisherman to give him the scoop on Golden Kane movements in the vicinity. The

hesitant fisherman finally tells Tequila where he can find Golden Kane elements and gets a bullet in his back for his troubles. When you gain control of Tequila, avenge the fisherman immediately by following the red sniper laser to its source. Look to the right and use Precision Aim to take out the sniper.



Well, there goes your quiet investigation. The shot alarms the local thugs. A small crew is dispatched to the waterfront to check out the commotion. Blast them as they reach the docks. Make a note of the purple paper crane on the right side of the pier's rooftop-you will





come back for it as soon as the action dies down.





Check out the pole marked with yellow chevrons. Shooting the chevrons splinters the wood, dropping it on to the rooftops. Balance along the beam to reach the top of the buildings. Shoot through the weakened roof (not the glint) if you want to drop

inside the building. From the rooftop, you can also dive to the paper crane back on the pier.



Always be on the lookout for yellow chevrons that indicate weakened beams and pillars. You can sometimes create shortcuts by blasting the chevrons and dropping a piece of wood or concrete into place.









The windows of the building opposite the pier fill with thugs. Control the mayhem with Tequila Time, slowing the scene so you can take



aim at the individual shooter in each window. When you clear out the bottom floor of the building, advance up the steps and check out the interior for extra weapons.

Where There's Smoke...



The phone rings—it's Jerry Ying. He tells Tequila that he's standing in the middle of a drug operation. If Tequila wanted to rattle cages, this is a great place to start. Eliminate all the drug tables in the area (nine) to really stick it to Golden Kane.







As soon as you hang up, thugs burst through the door to the right. Open fire and take them down as they pour through the door. Advance into the building and look for the first two drug tables. They are tables covered with plastic bottles and hoses. The contents are under pressure, though, so only shoot the drug tables from a distance. The resulting explosion is powerful enough to flatten anybody standing next to a table when it blows.



These first two drug tables are not crowded, but use other ones as impromptu bombs. Shoot them while gangsters are standing next to them to score stylish kills.



The door leading back outside is a weak slab of wood. Blast through the door with your gun, but watch out for thugs standing right on the other side. After smashing the door, take cover on either side of the exit and fire at the gunmen going up the nearby



stairs. There are also shooters in the building across the courtyard. You can target the gunmen through the windows, but also check out the windows barred with metal sheets. The drug tables inside the building are barely visible through the holes. If you put a bullet right through those holes, you destroy the drug tables and everybody inside at the same time.



Any time you spy a pole with yellow chevrons, blast it. The new route always leads to either a great pick-up, such as a paper



crane, or an excellent vantage point.



Sweep through
the building next
to the wooden
door. Thugs are
crouching behind
the overturned
bed, so wait for
them to come
out of hiding.
When they show

their faces, open fire and then swipe the first aid kit from the wall.



Don't turn your back to the pier. Enemies circle around the area to attack from the rear.

If you fight your way down to the pier, eliminating any bad guys that tried to sneak behind you, turn back to face the buildings. A lone



shooter faces you—and he's standing right on top of an exploding barrel. Pop that barrel with a well-placed shot and let the explosion take care of the rest. The noise brings a crew outside to investigate. Dive to the side and use Tequila Time to target them all before they reach the bottom stair.



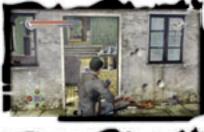


After the smoke has cleared, force your way to the door next to the smoldering barrel. From the safety of the doorjamb, blast the two drug tables inside, denting Golden Kane's wicked operation.



Fight up the stairs to the right, blasting any thugs that try to stop you.







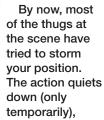
Two more drug tables are inside the door to the left at the top of the stairs. If criminals are milling about, use the door as cover and pop the tables. Tru to take them down together so you bank style points.



Don't miss the pair of shooters on the ledge overlooking the pier. Take the stairs behind the buildings and sneak up



on them. If you see only one, chances are the other is standing behind the corner to the left. Dive out and face the rocks to catch the shooter off quard.





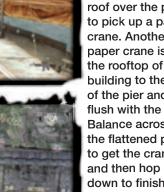
allowing you to seek out a few extra goodies. Blast the pole with yellow chevrons and run onto the rooftops. From up here, you can see the black smoke coming from any remaining drug tables.



getting the last drug tables? Try raining destruction from above. Use the poles to reach the rooftop of the drug den and shoot a hole through the weakened ceiling. From the roof, you can blast the drug tables inside.

Having trouble





Dive out to the corrugated steel roof over the pier to pick up a paper crane. Another paper crane is on the rooftop of the building to the left of the pier and flush with the cliff. Balance across the flattened poles to get the crane and then hop back down to finish off any remaining drug tables.

When you blast the ninth drug table, you catch a glimpse of a lowered bridge. You've become quite a nuisance, so reinforcements are dispatched to prevent you from ruining any more product. These thugs fan out if they reach the buildings, so try to meet them as they step off the bridge.





Always look





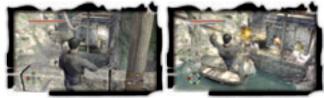
If you miss the rush, take up a position at the doorway across from the bridge and pick off the criminals as they funnel into the buildings. Now, use the bridge to leave the first area and cross into the wilderness surrounding the Tai O ports.

Path of Destruction



After crossing the bridge, look for a zipline stretching across the sky. The zipline extends over the water—it's the only way you

can continue putting pressure on Golden Kane. Stand under the zipline and jump up to take a hold of it. As you descend, press up on the control stick to increase your speed. Pull back on the control stick to slow down.



Sure enough, a welcoming party is waiting for you at the bottom of the zipline. Make a dent on their position by shooting the drug table just inside the door on the right. This kills two of the shooters. Now, jump to the zipline and slow your descent (you can also employ Tequila Time). Shoot the barrel on the dock's left side. The fireworks take out any remaining shooters and put style points in the bank.



Fight your way to the next zipline. Don't immediately go for a ride. Check out the glint at the zipline's base. A pile of boulders is held up by a rickety support beam—the possibilities here are *delicious*.

primagames.com

Jump on the zipline and immediately slow your descent. A patrol steps right under the rocks. As soon as at least three of them are boulder bait, shoot the support beam and give those criminals a headache they'll never forget.

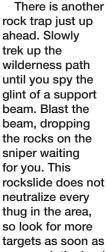






After you dismount from the zipline, pick up any dropped weapons and run to the right side of the mountain. A lone thug and a paper

crane are waiting next to a sign around the next corner. Shoot the criminal and then pick up the crane. The other way around would just be less productive.







you reach the boulder field.



Just beyond the boulders is an outpost. Two gunmen are waiting for you downstairs. Don't drop off the roof to fight them directly.

Instead, open up the ceiling with a well-placed shot and then shoot the exploding barrel below. The blast rips through the thugs. Drop through the hole to grab their weapons and then check out the water to the left.





Shoot the yellow chevrons at the base of the three poles in the water. This creates a path for Tequila. Balance and move across the three poles until you reach the underside of a bridge.



The crumbling bridge is actually a barrier between you and another enemy outpost. As soon as you shoot out the two weak support beams holding up the remnants of the bridge, you spy a shooter through the resulting water spray. Take your shot, dropping the shooter, and then

advance to the rocks up ahead. Don't be eager to step around the corner just yet: The outpost is right there and it's crawling with enforcers.





As soon as you step into the water to pass through the outpost, a red laser cuts through the air. Sniper! Quickly hit Precision Aim and look at the small shack on the cliff in front of you. It is only one sniper, and he's standing right next to an exploding barrel. Hit the barrel and watch the thug belly flop into the water.





Creep up to the edge of the rocks and peer to the right. Another boulder cradle is supported by a single wooden beam. (Perhaps nobody in Golden Kane took an engineering class?) Snug up to the rocks to take cover, reach out and shoot at the glint on the support beam. The rocks crush more than half of the thugs stationed at the outpost, but not all of them. Clean up the remaining thugs before moving to the next area.



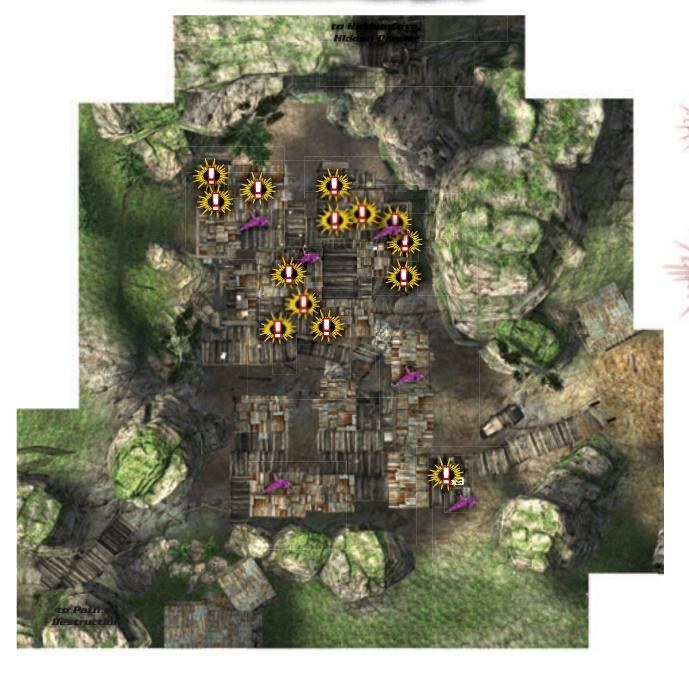
Before trudging through the water, take the stairs in the outpost wreck to pick up a paper crane.





The next drug processing center is just ahead—there are more tables you must destroy. As you step around the rocks in the water, look for another boulder held up by a wooden beam. Pop the beam to drop the boulder on another unwitting thug and then proceed to stilt city.

The Hornet's Nest









The stilt city ghetto is a major production center for Golden Kane. The tightly packed buildings are a haven for thugs and lowlifes, all

of whom will leap into action as soon as you cross the poles and touch down on their front door. There are sixteen drug tables in this area to ruin. You must finish off all sixteen to move into the next part of the mission.





As soon as you step foot in stilt city, you acquire the third Tequila Bomb: Barrage. This skill turns Tequila into a one-man wrecking ball. He loads a fresh clip into whatever weapon he's carrying and then unloads on anybody unfortunate enough to be in the vicinity.

During the few seconds of Barrage, you have unlimited ammunition and do not take any damage from bullets. Explosions, however, can still shatter your body.

Test out Barrage as soon as it's available. Move through the shack directly in front of you, blasting away at the thugs and cretins near the couch. Aim for the windows on the other side of the shack. There are three drug tables and exploding barrels back there and you might be able to clip something from a distance, causing an enormous explosion.

If you miss the barrels or drug tables while on your Barrage rampage, push through the shack to get a clean shot through the windows.





Many drug tables obscure paper cranes. Be sure to take a glance at the drug debris, checking for the glow of a crane.







A weak wooden door is to the left of the three drug tables. Blast through the door to find a first aid kit, a paper crane, and pistols.





You must get on the roof of the shack to the left of the drug tables to find the rest of your targets. Shoot the yellow chevron on the old post. It falls, opening a new route to the roof. Keep blasting the chevrons to fell more timbers. creating a path across the other rooftops. There

is a zipline on the third roof that leads to a paper crane. After getting the crane, return to the first pole you shot down and scramble back up to the rooftops.

The air is rotten with acrid, black smoke. Each plume represents at least two drug tables.



Slide down the pole on the third roof to access the next set of shacks. However, look through the holes in the metal sheets for targets. The yellow barrel

seen through this hole causes great damage and mayhem.

OHAPTER 2

The shacks are lousy with drug runners and common thugs. As you slide down the pole, use Tequila Time to take out the first gunmen that appear. When you reach the ground, go right to march into the thick of the drug operation. Hit Barrage when you're inevitably surrounded and start blasting criminals and drug tables. Mind the splash damage from exploding tables-keep your distance.













As soon as the windows fall shut forever, move to the right. Two more drug tables are here on the ground level. After you eliminate them, your count should be at 12 out of 16. Turn around and go up the stairs to find more tables-but watch out for a shooter waiting for you at the top of the landing. At the top of the stairs, turn around to spot another drug table.



After you've

cleaned out the

area, look to the

left. There is a building with three windows—and a

As you clean out the drug tables, replenish your Tequila Bombs with uncovered paper cranes. This lets you keep using Barrage, making it easier to clean out the ghetto.

Barrage, making it easier to clean out the ghetto.



When you step outside. look for a drug table through the hole in the metal walls of the shack to the right. The explosion caused by popping the two tables inside is contained by the walls, so you aren't hurt even if you are fairly close to the shack.







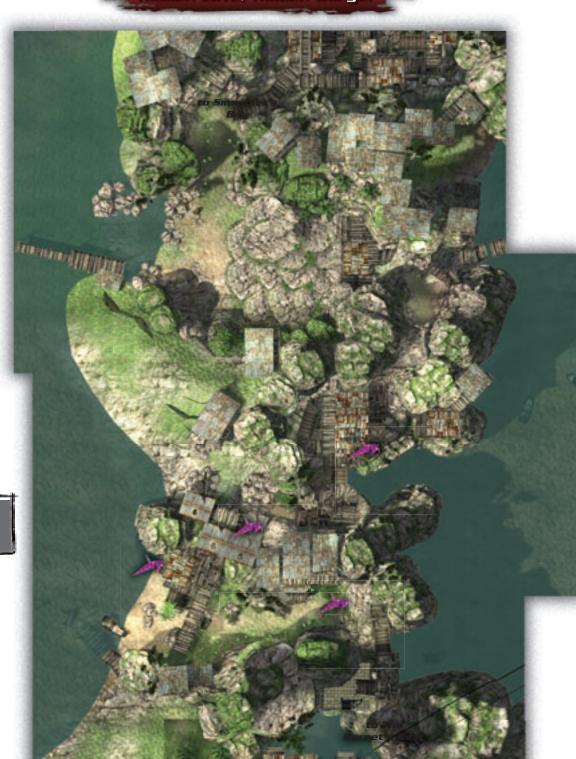
Step inside the blown-out shack to claim another paper crane.

STRAINER TOTAL

The final drug table is in the red shack. It's heavily guarded, so take a shot through the holes in the wall. The explosion kills everybody inside and completes the objective, revealing the path out of the ghetto. However, it also reveals a small crew of shooters, so be ready to take them on as soon as the debris from the shack explosion settles.



Hidden Cove, Hidden Danger



LEGEND

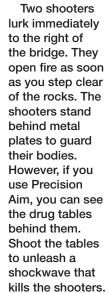
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The path from the ghetto spills out to the coastline. There is a bridge visible from the rocks. From a distance, you can make out the

yellow chevrons on the support columns. As you approach, blast the columns. The bridge collapses, killing the shooter that is waiting for you.











A shack to the right of the bridge contains a drug table and exploding barrel. Both can be used to artfully eliminate the



shooter guarding them. Use Precision Aim to peek inside the shack. When you see the corner of the yellow barrel, squeeze the trigger and enjoy the show.





If the shockwave doesn't take down the post in front of the drug tables, shoot the yellow chevrons at its base. Use the post to climb up to the ruined shack. Be sure to pick up the paper crane in the shack-it's on the right. Just shoot the wood out from underneath it. It

falls to ground so you can grab it. Run to the left of the shack and shoot out the supports on another bridge to create a ramp.







The ramp leads to a zipline. As you cross the line, slow down so you can get a clean shot at some thugs that try to intercept you. When you land on the other side, turn to the left and go to work on another enclave of drug runners.







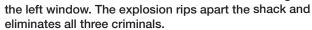
More shooters.
Each one stands
next to a yellow
barrel. Bank
some style by
blasting the
barrels and
ending these
creeps with
explosive karma
rather than
bullets.

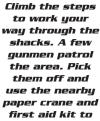






Three thugs are waiting for you at a red shack to the left of the rocky path. When you step out into the clearing, train your gun on the shack and use **Precision Aim** to peer inside. Just as Tequila suspected-drug tables. Shoot the exposed bottle on the drug table visible through







recharge for your second trip to the stilt city ghetto.



A handful of drug tables wait for Tequila inside the shacks to the east.



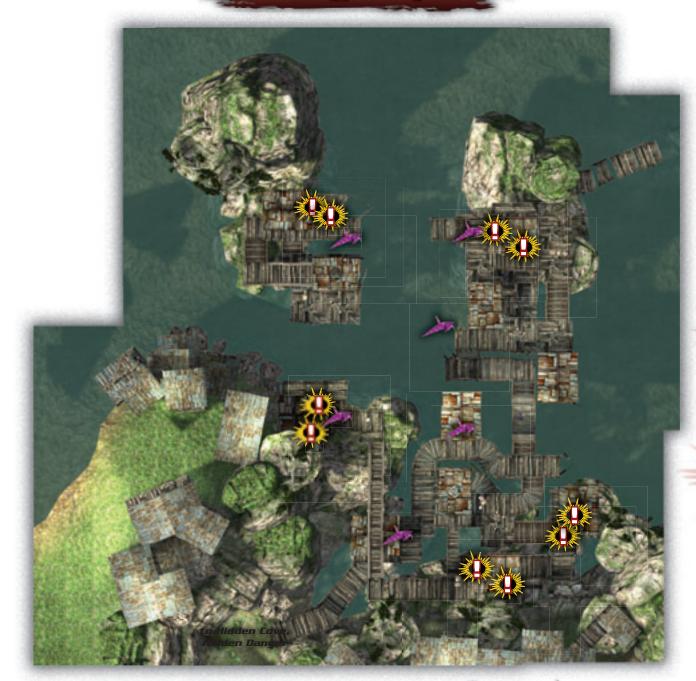
Head down the rocky path, but tread lightly, as a collection of drug runners hides to the left.

Continue down the rocky path. When you reach the beach, shoot out the support beam holding up another pile of boulders. The rock crush the first thug in the beach patrol, clearing your path to the second ghetto.





Smuggler's Bay







You've already put the heart of the drug operation out of commission. Now, it's time to clean up the last of the production facilities. This

section of stilt city has only ten drug tables, but the fight over them is fierce. Look out for ultra-aggressive thugs and be sure always to keep your distance from drug tables before you shoot them. If you accidentally get caught in the blast, you must replay the entire sequence. TELE 2

The route down to the ghetto is already loaded with resistance. The first shack holds two shooters. As soon as you reach the wooden walkway, you must immediately swing to the right and go to work on the thugs that try to rush your position.









Run across the narrow catwalk and step out on the rooftops. Avoid the hole in the roof and jump on the railing next to the slanted corrugated steel roof. Dive to the corrugated steel. Not only is a paper crane out there, but you also are now in a great spot to eliminate two more drug tables.



The first tables you spot are in the shack on stilts. There are two shooters crouched behind a piece of metal siding. Slow the shooters with Tequila Time and aim for the exposed yellow barrel in the shack. The explosion tears apart the two drug tables within and neutralizes the shooters.



Step out to the far end of the roof and look to the left. A yellow barrel is just barely visible through a hole in the wall. Use Barrage to ventilate the building, blasting the barrel and destroying the drug tables.

Seek high ground as soon as possible so you have the advantage of seeing all incoming gunmen as well as the ability to peek into windows and spot drug tables. Run up the stairs, slowing at the top to spot a pair of drug tables. Back up to the railing outside and take a



If you're having trouble hitting a target, such as a barrel or a drug table, don't hesitate to use Precision Aim. You can always make up the spent gauge by making a few artful kills.



shot at the yellow barrel inside.

The next pair of drug tables is in the red shack on stilts. Several thugs at the shack guard the stash, but if you run quickly, you can blow the tables and the criminals without getting a single scratch. Only go halfway up the stairs and then shoot the top of the blue bottles on the only visible





drug table. The explosion is so powerful that if you're standing near the landing, it does mass damage.



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drug table. The explosion is so powerful that if you're standing near the landing, you're instantly killed, no matter how much health you have.

From the wreckage of the red shack, you need to cross the water via the nearby zipline. The thugs at the bottom are wise to your moves and come out to greet you. Hit Tequila Time and pick them off as you slide down the line.







When you drop from the zipline onto the dock, turn to the right. The last two drug tables are visible through the holes in the metal

siding on the nearby shack. As long as you stay behind the railing, you are at a safe distance to blow up the tables and satisfy your objective.







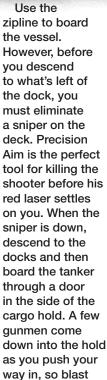






Somebody must really want you dead. As soon as you dismantle the last drug table, a giant tanker cruises up to the stilt

city—but the captain doesn't bother to drop anchor. The massive vessel crashes into the ghetto, sending boards and barrels flying into the air. The tanker carries a fresh supply of Golden Kane reinforcements, so prepare a boarding party and keep those thugs from coming ashore.







them as you head topside.

Ship Captain and Crew



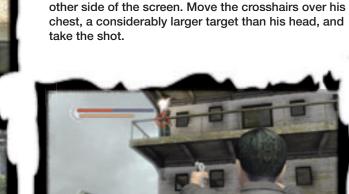
When Tequila boards the vessel, he walks right into a trap—although, he hardly cares about concepts like traps and overwhelming odds at this point. The cop steps right into the middle of a standoff; the crew wants to give Tequila a five-gun salute.

1. The first target is the shooter on the middle deck. He's off to the right, so dodge his bullets as you zero in on the relatively small target.

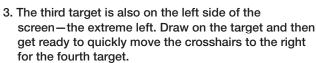


2. As you pivot to face the second shooter, hold right to dodge and start moving your crosshairs. The thug is in the left doorway.





4. The shooter is standing in the open, but he's on the



5. It's finally time to see if the captain truly goes down with his ship. The last thug, the ship captain, is on the upper deck. Move the crosshairs toward the center of the screen and look up to finish the standoff.

Flight to Flotilla

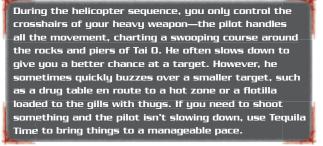




Lee is not pleased to hear that Tequila has completely destroyed the stilt city and ruined the department's narcotics operation. He sends a chopper to pick up Tequila and bring him back

to headquarters (presumably to threaten Tequila's badge again).

Lee's helicopter does indeed arrive to pick up Tequila, but the inspector pleads with the pilot to give him just five more minutes at Tai O. The pilot reluctantly agrees as Tequila mans a mounted gun in the chopper's hold. It's time to rain down a little death and destruction from the heavens.



Exploit exploding barrels whenever possible. As you pass over the small shacks, look for flashes of yellow. You might also spot the blue bottles of a drug table. Using these exploding targets makes it easier to clear a pier or ship than aiming for individual shooters.







This drug table is guarded by three shooters. If you hit that barrel, the whole thing goes boom, eliminating all targets.

Gunmen unload at the chopper. Your health bar represents the hull integrity, so if it zeroes out, the chopper falls into the drink. There is



no way to refill the health bar during the flight (there are no first aid kits for choppers), so you must prioritize targets. If you can hit a barrel and blow an entire shack, you'll incur less damage than if you try to hit each shooter individually.

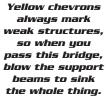


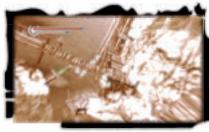
Use the exploding barrels and fuel tanks to blast the shooters off of the ships. If necessary, use Tequila Time to slow the scene and draw a bead on the tiny (but powerful) targets.



This is the easiest drug table to miss. When the chopper looks like it's heading out for open water, swing the

gun to the left and get ready to pick off the small table outside the shack. Use Tequila Time to slow the chopper if necessary.







This sunken
flotilla is the
perfect staging
ground for
shooters. Spray
the sea with
bullets to send
these thugs to
meet Davy Jones.



You cannot
run out of
ammunition
while using the
chopper's gun, so
lay it on thick.



Don't miss that drug table hidden inside the red shack!

Trace a line along the length of this catwalk to take out all the shooters running for the flotilla.



Light Up the Sky

Finally, the helicopter reaches the flotilla. Four ships are moored at the docks; each carries a deadly cargo of thugs and gunmen. The pilot circles overhead, bringing you within striking distance of the flotilla. You must survive the encounter to land and mop up the remaining criminals on foot. Unfortunately, the ships are guarded by shooters armed with rocket launchers. Those rockets are murder on your chopper's integrity, so anytime you see the telltale purple trail of a rocket, make it the priority target.



Use Tequila Time to slow down the rockets, making it easier to shoot them out of the air.



If you hit a rocket just as it emerges from a launcher, the explosion may kill the shooter.

When the chopper drops down to strafe the flotilla, watch the shadows of the vessel interiors for shooters. It can be hard to spot them-especially through the sepia tones of Tequila Time-so watch for bullet trails. Fortunately, the bright purple plumes of rocket trails are always easy to distinguish.









Some ships are loaded with exploding barrels and fuel tanks. Use these to blast shooters off the ships, but don't always be eager to hit the exploding stuff first. Shooters come out in waves, so if nobody is near a fuel tank as you first pass a ship, hold

off—somebody will always be oblivious enough to take a position right next to the tank or barrel.



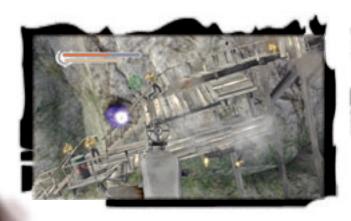
Keep the
crosshairs
moving and try
to follow the
direction of the
pilot. You cannot
afford to have
the crosshairs



on the opposite side of the screen when three rocket launchers come into range.









After you circle four ships and skim the catwalks that run the circumference of the giant rock, the helicopter sequence comes

to an end. The chopper lands in the middle of the four boats, letting you out to work your magic on foot.

Sinking Feeling



Tequila must now sink the four ships, crippling the Golden Kane navy. You must infiltrate each of the ships from the central dock

and plant explosives onboard. The weak spot of each ship is clearly marked with green outline of a C4 charge.

To plant the charge, just touch the outline. The bomb is set and will not explode until you step back on the dock.

You can attack the four vessels in any order, but this route gets you in and off those ships within minutes, minimizing your exposure to shooters.





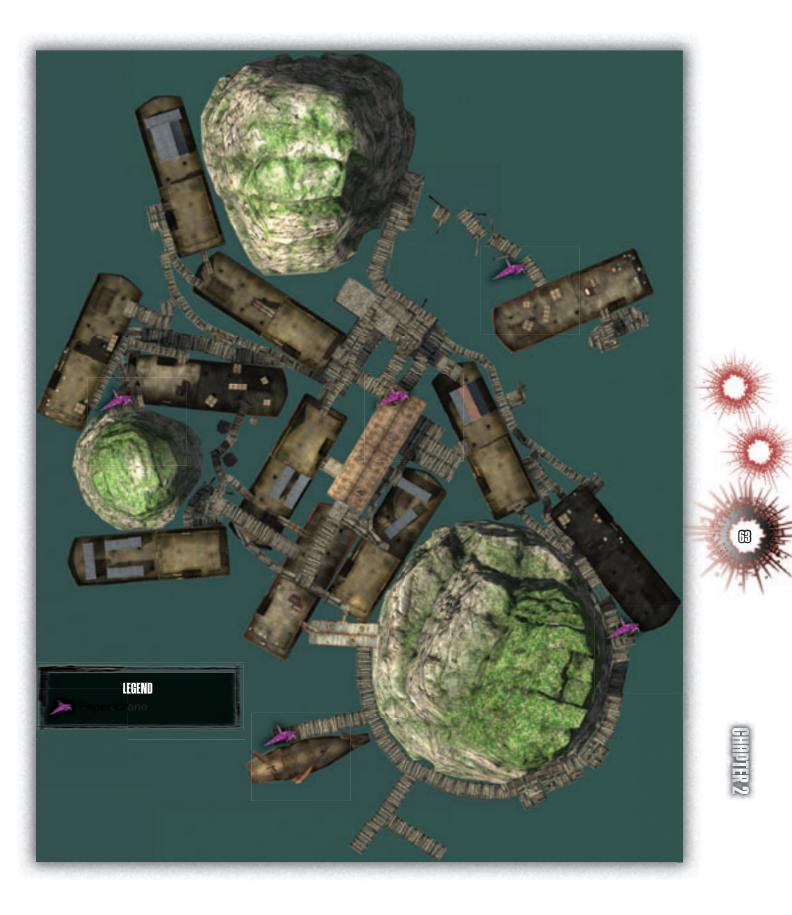








1. Cross the highest catwalk on the docks, breaking for the tall wooden tower next to the rocks. Climb to the top, picking up the first aid kit and paper crane on the second landing. Use the zipline at the top to drop in on the flotilla. While sliding down the line, target shooters on the decks. Plant the bomb right on the deck and then run for the railing to the left. Dive onto the dock as the ship explodes.







2. Ascend to the top of the tower next to the first sunken ship. Use the zipline at the top to return to the docks, landing close to the next ship. Dive toward the vessel, blasting the guards off the top deck before running onboard. The bomb goes on the bottom floor of the bridge, so blast your way down the stairs. Step outside the bridge and plant the bomb right on the wall. Run to the coiled rope on the deck and dive onto the dock.



4. The third boat is guarded by a sniper. As you step out of the central hub, turn and use **Precision Aim** to blast him off the ship. Run down the gangway to board the ship. Plant the bomb right on the exterior of the bridge, down on the deck





level. Now, retreat to the catwalk and dive off the ship.





3. You must now cross the dock to reach the other two boats. As you pass the central hub, check inside the cabin for replacement assault rifles. A first aid kit and rocket launcher can be found between the cargo containers on the dock.



5. Finally, run across the catwalk to the last ship. You can't miss it—it's the only remaining flash of red in the area. You board the vessel topside. The bomb goes on the middle level of the bridge, so descend the stairs. There is a minor bottleneck here, so stand your ground and unload on the suspects that try to force their way up. On the second level of the bridge, plant the bomb inside and then return to the top to dive off the ship just as it breaks in half and sinks in the Tai O harbor.

Blow This Place to Hell





Just as the ocean swallows the last of the four ships, a skiff docks at the central hub. Tequila boards the skiff and rides out to the King James, a yacht deserving of its own zip code. The boat is named after James Wong, its owner—and head of the oldest criminal family in Hong Kong: Dragon Claw. Apparently, Mr. Wong would like a word with the cop who has been causing so much trouble for his rival, Golden Kane.

As Tequila boards, somebody gets the drop on him. He senses the gun pointed at his head. He wheels around to see Jerry Ying. What's he doing here? Is this his undercover assignment? Jerry forces Tequila to walk to Wong's office where he's seated by Dapang, Wong's personal enforcer (and food taster, by the look of him).

Wong has a proposition for Tequila. Tequila plays along, wondering how a cop is supposed to help a criminal overlord. But his smile disappears when Wong shows him a mobile phone video of two captive women. Wong's daughter and granddaughter, Billie and Teko, have been kidnapped by Damon Zakarov of the Russian mafia. Zakarov is desperate to find an in to the Hong Kong underworld. They want to use the women as leverage for territory. Wong wants Tequila to get them back. He'd send his own crew, but he knows the FBI would just pick them up at the airport in Chicago, Zakarov turf.

Wong exploits Tequila's connection to Billie and Teko to force his assistance. Teko is Tequila's daughter, stolen from him by Wong eighteen years ago. Tequila accepts the request, but not before punching Wong right in the kisser. The guns come out, but Wong puts up his hand to stop them from shooting. That punch was long overdue—and he'll take it as a yes.

As soon as Tequila reaches the docks, he receives a call from Jerry. Jerry tells Tequila that he must destroy the docks before Golden Kane makes off with a multimillion dollar drug shipment. To destroy the dock and the shipment, Tequila must place fourteen charges in very specific locations. The locations are marked with green outlines, just like on the vessels that are now on the ocean floor.

1. When you reach the docks, shoot the two advancing thugs and place the first charge on the pillar to the right. You could also drop the container on the two







container.

Drop off the container and walk toward the nets hanging off the docks. The fourth bomb goes on the

thugs.

2. Walk up the gangway and stand on the cargo container to the right.
Look straight ahead and



shoot the shimmering pulley holding up another cargo container. This drops the container. Dive to it and place the bomb on the second outline.

3. Walk across the cargo container sitting perpendicular to the waterfront. Place the third charge on the pillar at the end of the





pillar next to the ramp leading down.

5. More thugs run to stop you before you can place the fifth bomb. Blast them as they approach and then look to the left. See the glint at the top of the barrels? Shoot the glint to drop the barrels to a metal catwalk. The weight of the barrels lowers the catwalk so you



can cross it and place the fifth bomb.

6. The next bomb is on a cargo container to the left. Shoot the glint to the left to detonate a fuel barrel. This drops a metal grate into place. Before crossing the grate, turn and blast the guard away from another bomb site. Now, head up the steps to the grate, but





turn around and dive onto the cargo container.

7. From grate, shoot the fuel barrel just visible through the hole in the metal plate just up ahead. This opens half of the path to the rest of the dock. Before moving on, cross the walkway that runs alongside the



metal plate and place the bomb on the marked pillar.

 Shoot the next barrel visible through a hole in a metal plate. This completes



the path to the other side of the dock. Dive to the newly exposed gangway, blasting the thug waiting for you. Two more criminals are below the gangway, but they stand next to a fuel tank. Shoot the tank to clear the area. Balance along the girders behind the fuel



tank and place the bomb on the pillar above you.

9. Place the ninth bomb on the pillar right next to the







twisted steel girders at the corner of the dock.

10 & 11. Run up the steel girders to cross the water and jump down on the boat. From

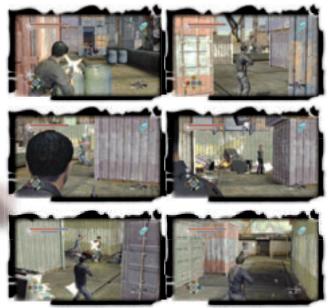
the girders, blast the first pair of crooks you see next to the cargo containers. Take shelter at the cargo containers and shoot the incoming patrol. They cross the gangway from the moored ship to the docks. Pick them off the gangway whenever possible, then finish off the stragglers on the dock. Place one bomb on

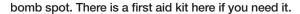


each pillar next to the cargo containers.

12. Take the gangway to the ship. Navigate between the cargo containers and place the next bomb right on the ship's bridge. Watch out for the shooter above the







13. To reach the next bomb location, you must fight your way through the cargo containers. Two thugs burst out of the container next to the blue barrels, so take cover and pick them off just as they see the sunlight. Advance across the deck, taking out the sniper back on the dock with Precision Aim. As you step around the next corner, shoot the exploding barrel to not only eliminate the one guard you can see, but also to dump debris on those behind the next container. Reinforcements come out to investigate—kill them, too. Run across the deck and place the bomb next to the black barrels. There also is a Coin Op drop (video



game cabinets that fall from a container above), which, if done right, can give more style points.

14. The last bomb is on the dock on the other side of the vessel. Several shooters guard the spot, but you can take them out from the boat. Shoot the glints beneath their station. After you blast away support beams that hold up metal plates, you expose an





exploding barrel. Shoot the barrel to eliminate the thugs and create a ramp off of the boat.

Lee finally catches up with Tequila at the docks. He's decidedly nonplussed by Tequila's wanton destruction—but really, Lee hasn't seen anything yet. While Lee lectures Tequila about his job, Tequila stops him short and turns in his badge. Tequila turns away from Lee and hits the remote detonator, sinking the cargo vessel and the drug shipment, and destroying the entire dock. Tequila pulls out a photograph of Billie and Teko and remembers a time when he had something to live for.

Tequila and Billie were in love, but he was a cop and she was the daughter of the boss of Dragon Claw. To complicate their situation even more, Billie tells Tequila she's pregnant with his daughter. Tequila is overjoyed, but Billie is afraid of her father's reaction. She fears he will have Tequila killed. Tequila asks Billie to run away with him to America. She agrees, but leaves Tequila standing alone at the airplane.

That was eighteen years ago. He hasn't seen Billie since then, and this photograph is his first look at his own daughter. And now she's being held hostage by the Russian mafia in Chicago, working in league with Golden Kane, Dragon Claw's rival family. Somebody—everybody—is going to pay for this. And the only tender Tequila recognizes today is blood.

Mega



The Mega Restaurant is Golden Kane's entertainment jewel of Victoria Harbor, now targeted by the Imperial Nines seeking revenge in an attempt to protect Wong's empire from further damage.







<u>l'et)It Ride—7 paper cran</u>



Who Told You to Stop Playing: Орарог стан 15















Since Tequila now has a tenuous truce with Dragon Claw, Jerry Ying can meet his fellow cop at Mega without risking his cover. Tequila is relieved to know that Jerry is still playing for the home team and greets his old friend with genuine kindness. Jerry comes bearing gifts-two

guitar cases. Tequila doesn't know how to play the guitar, but certainly knows how to play a little chin music in the middle of a brawl. Jerry opens the cases, revealing caches of ammunition and first aid kits to help Tequila survive the coming storm. It's the only help Jerry can provide without putting his own neck on the chopping block, but this might be enough to even the odds waiting for Tequila inside the ornate casino.

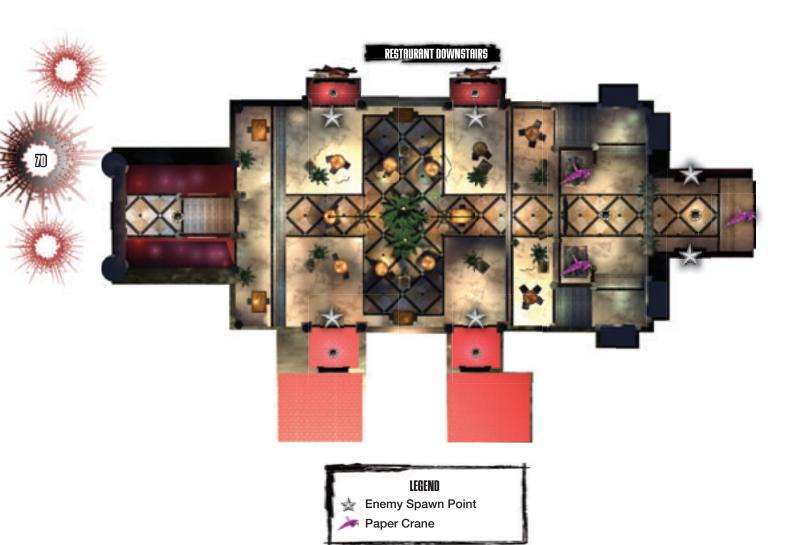
TRIVIA

Mega is based on a real floating restaurant and entertainment complex in Hong Kong called Jumbo Kingdom. Following a four-year construction period, the massive complex opened to great fanfare in 1976. The original theme was an ancient Chinese palace, but later renovations have added modern elements to Jumbo Kingdom, including a theme park and a culinary school.









When you first enter Mega, the head waiter tries to stop you, albeit quite weakly. Before Yung's men fill the complex with blood and bullets, you have a chance to place the two guitar cases wherever you wish. Nobody shows up as long as you hold the cases, so use the peace and quiet





to take a tour of the restaurant and locate all the paper cranes.

Don't tuck the cases into corners or behind objects-you must access them quickly in the event the firefight stops going your way. None of the gangsters tries to steal or use the cases' contents. so place them out in the open. You will use the stairs many times to chase down thugs





on both floors, so place one case at the steps. Place another case in the room's center so it's a only short distance to the ammunition, no matter where you are on the ground floor.



On the ground floor, one paper crane is below the door where you entered the restaurant.



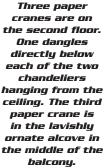
Use their blue glow to quickly locate the guitar cases in the middle of a frantic firefight.



There is one paper crane on each of the two giant lion heads next to the giant door. You must balance on the grab the paper cranes.



The guitar cases have unlimited use, but are on a timer delay of 60 seconds before they will once again allow you to replenish your ammo and health.









As soon as you place the second case, the doors open and the first batch of several thugs pours into the room.

STREINER FINITE

At this point, you acquire the fourth and final Tequila Bomb: the Spin Attack. This special move consumes three-quarters of your gauge, but the results are spectacular, especially if you're outnumbered and outgunned. Press down on the directional pad to initiate the Spin Attack as soon as all four members of the first crew are in the room. Tequila grits his teeth and squeezes the trigger while twirling in place,







laying down a field of fire from which there is no escape. Every enemy in the room is shredded by the barrage of bullets while a flock of doves rises toward the heavens.





Yung's thugs pile onto the balcony and try to take shots at you from above. Rush the stairs and be ready to squeeze off a shot at the first head you see poking above the top of the stairs. If you need some style, balance on the banister that leads upstairs. When you're at the top, start diving to dodge incoming fire.





Leap off the balcony banister and grab hold of the chandeliers. The paper cranes give you access to Tequila Bombs, allowing you to use that cool Spin Attack you just acquired again. While swinging through the air, train your guns on gangsters trying to hide behind the small lion statues. If you left automatic Tequila Time on, the sepia tone effect can cue you to enemy presences among the decor.



Try not to
shoot too many
enemies without
pulling off a
stylish move
at the same
time, such as a
backward dive
or a wall spring.
These moves
quickly refill your

Tequila Bombs and slow things down so you always have the advantage.



You actually don't have to use Spin Attack the moment it is introduced. You can bank your gauge for later use as Health Boosts or Barrage Tequila Bombs. However, there's no better time than the present to try out your latest move and put the criminals on notice.





When the first wave of thugs is down, get ready for a seemingly endless onslaught of lowlifes and criminals. When you hear the doors open again, a second crew runs into the joint and opens fire. You must take down each wave of gangsters to advance deeper into Mega. Using

Spin Attack depleted your gauge, so start refilling it by diving around tables and pillars, returning fire on Yung's men. Each wave consists of at least four men, so keep track of body counts.

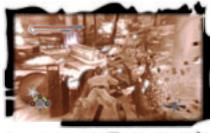


Use the roll cart to cross the length of the balcony quickly and pull off some stylish kills.

Keep running between the two floors, blasting each round of thugs and gangsters. This firefight is a long slog—watch your health at all times. If you're getting low, head for a guitar case or pump a quick Health Boost. Ammunition is a much easier find, thanks to the simple fact that every tough guy you drop leaves his weapon behind. You might have to keep switching between shotguns and assault rifles, but there is no reason you should ever be without plenty of bullets.



After the last thug is down, Jerry calls Tequila on his cell phone. He warns Tequila that a crew of assassins is en route to Mega by boat. It doesn't take long for the reinforcements to arrive—and these guys don't waste any time with mundane tasks like mooring their speedboats. They crash their boats through the side doors, dropping anchor right in the middle of the dining room.





Four assassins wearing trench coats and fedoras jump out of their boats and immediately open fire on you. Waste no time giving it right back. Dive toward the closest assassin, slowing down time so you can dodge his bullets. During Tequila Time, aim for the head and chest. You need

to put these guys down for the big sleep as soon as possible because they have wicked aim, great stamina, and backup.



After you dispatch the first wave of assassins, another crew strides into the dining room via the elevator. Two of the assassins are packing heavy heat: rocket launchers. The other is strapped with submachine guns, making him decidedly more manageable.

The assassins with the rocket launchers are a big threat, so target those cats first, unless the submachine gun-toting assassin is close by. Watch for when the assassins hold the launchers level to the floor-that means they are about to fire a rocket. The



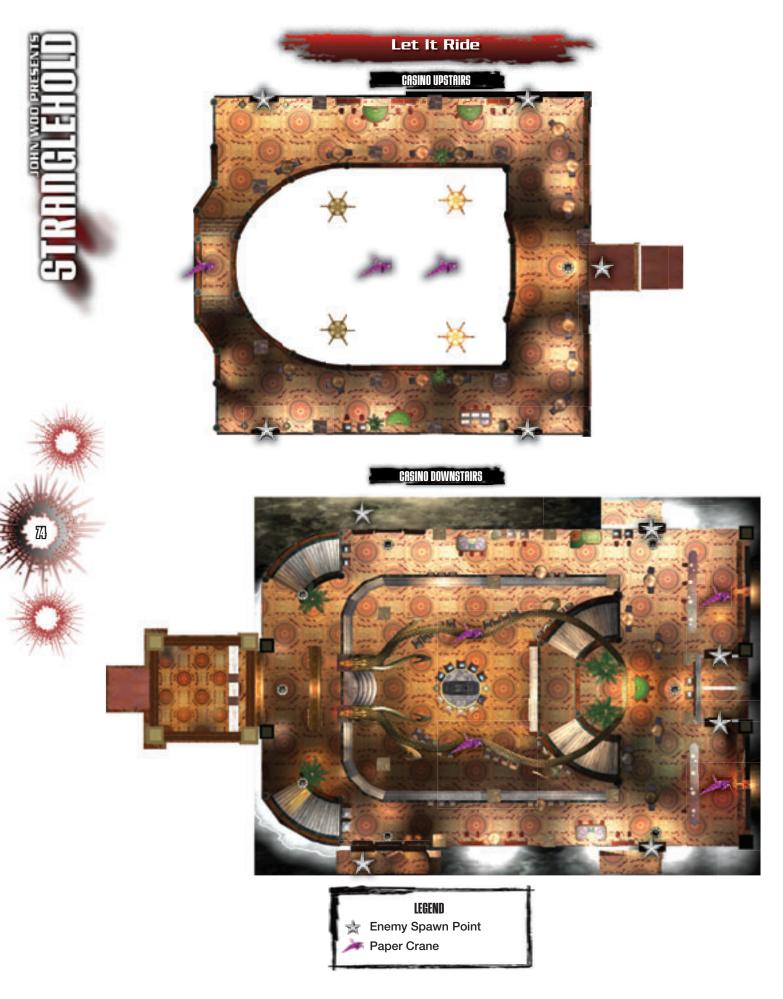


rockets arc through the air, but you can dive out of the way without too much trouble. Just make sure you don't accidentally dive headfirst into a column or plant. That drops you to the floor, making you an easy target while you get to your feet. Use Tequila Time to handle these last assassins.



After the assassins with rocket launchers are gone, enter the open elevator and ride it up to the casino level.

Xbox 360 players: Earn a special achievement by not using either of your guitar cases at all during this chapter. It certainly makes things more difficult, but everybody on your friend list will know just how hard-boiled you really are.





Upstairs in the boardroom, Yung is having a teleconference with some unlikely partners: Russian mafia. Yung is striking a deal with the Zakarov brothers, Damon and Vlad, to move his drug trade into Chicago in exchange for a piece of Hong Kong. However, the Zakarovs have heard about Tequila and are concerned that Yung isn't able to handle the heat. Yung promises to make a trip out to Chicago to see the Russians, finalize the deal, and take possession of Billie and Teko. As soon as the call ends, Lok promises his boss he'll finish off Tequila once and for all, and hauls out enough artillery to equip a small nation to get the job done.





The second floor of Mega is the casino. High rollers and slot pushers are nowhere to be seen—Yung has cleared the place out in anticipation of a showdown with Wong. The casino level is full of cover opportunities, such as banks of slot machines and giant, ornate arches. Like the restaurant level, the casino also has a balcony that overlooks the action. More lanterns hang from the ceiling, giving you vantage points for surveying the room.

You have two more guitar cases to place in the casino before the first wave of Lok's soldiers crash the party. Use this time to scope out



the paper cranes. Two paper cranes are on the dragon sculpture that winds around the casino. More paper cranes hang below the ceiling lanterns. There is a paper crane behind the bar on the ground floor. And if you shoot out the base of the arches, a paper crane flutters to the floor.





When you are ready to begin, place the guitar cases on the ground out in the open (the landing overlooking the slot machines is a good spot) and get ready for a parade of blacksuited thugs.





Charge the gangsters as they pour into the casino. If you give them a chance to spread out, they will surround you. Run straight for the gangsters near the bar, diving through the air (and over the pai gow poker table) to get your shot. A gangster may be holed up behind the bar; pop him as he stands up.

Take cover behind the bar as the second wave of gangsters storms the room. Pick up the paper crane back here to fill your Tequila Bomb gauge and then crouch down so you're a small target. Aim at the gangsters as they close in and then stand up when you have the shot. There is no





shame in hiding, so use cover such as the bar whenever possible to preserve your health and replenish any spent Tequila Time.







Don't forget your Precision Aim Tequila Bomb.
If you spot a couple of thugs across the
casino, take them out from a distance. Just
make sure you have an clear line of sight and
nothing that could swing in the way of your
bullet, such as a gong.



STREINER FIORD

After using all of your style on a few Tequila Bombs, such as the Spin Attack (it's perfect for orew of these suited gangsters), dive for every shot to replenish the gauge.





Use the banisters on the second floor to jump to the dragon sculpture. There are two paper cranes on the dragon, and it's an awfully stylish perch for taking out the local criminal element.





Having trouble
spotting the
gangsters?
Follow the bullet
trails in the air
and then trace to
their source. Just
be ready with

some Tequila Time when you locate the shooter.

The giant arches can be used as environmental hazards. Blast the base of the arches to make them crumble on the heads of any gangsters taking cover near them.







Four lanterns hang from the ceiling, so you must jump three times to cross the space in the center of the balcony ring. There are paper cranes up here, making the trip well worth the effort. While swinging through the air, be sure to look down. The gangsters on the lower level might not see you hanging from the lantern. Yung should hire more observant thugs. Eliminate these guys from his payroll so he can employ smarter muscle.





As soon as the casino is clean, head for the elevator to access the lounge.



Be cautious when running along the outer wall of the casino's lower level. The gangsters rush into the room via the four doors.



If you're unlucky, one might burst in just as you're passing the door.

Who Told You to Stop Playing?



As soon as Tequila sets foot in the lounge, he's surrounded—another standoff. These six thugs are a little more mindful about what they stand next to, so you cannot rely on many environmental hazards to mop up this crew.

Here's how to escape this standoff with your life:

1. The first shooter has kicked over a table for cover. He's a small target, so aim high right away and be ready to dodge incoming fire.



- 2. The second thug is standing out in the open, but he's angled his body to make himself harder to hit. Glide the cursor

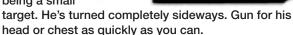
to the left and down as you move toward this target and aim for his head.

3. Now, this is more like it—a gunman standing behind several hundred gallons of water held up with glass.



Shoot the gunmen directly. Even though the large fish tank may be an inviting target, the large volume of water will have no effect on this shooter.

4. Just to the right of the shooter at the first fish tank is another thug that understands the idea of being a small



5. The fifth target is across the room, standing next to a table. He's hard to hit, thanks to his diminutive size. Aim for the shooter himself.





The sixth and final gunman in the standoff is also in front of a fish tank. Quickly aim for the head or chest to finish the standoff victoriously.

Lounge Act

Map on Next Page!



The first wave of gunmen are manageable—it's those black-suited gangsters again. They storm the room in search of you—don't keep them waiting.



Dive through the air and take them out before they can accidentally shoot somebody in the band. Try always to keep the band out of the middle of the shootout by sticking close to each wave of gunmen. If you back off to the other side of the room, the thugs will just open fire and hope for a lucky shot. That's a good way to lose a pianist.

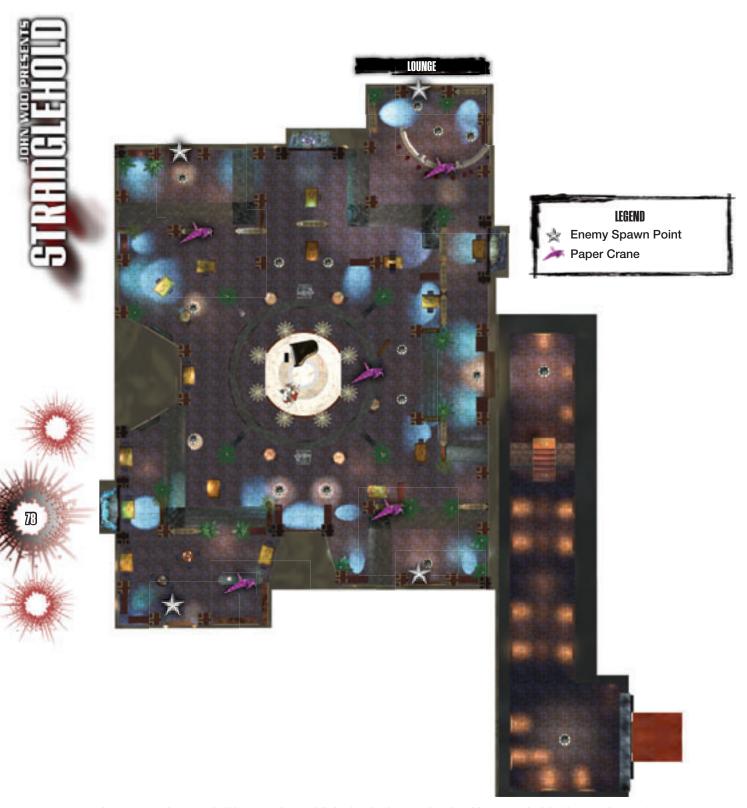




Follow those men doggedly around the room, keeping close to the doors they use to enter the lounge. The moment you spot one of the toughs,

open fire. Time is of the essence and the band members cannot wait for you to set up perfect, stylish shots every time. The second you see an unfriendly face—bam! Put one between the eyes.





As soon as the standoff is over, the real fight for the lounge begins. You must hold off more than a dozen waves of gangsters that rush the lounge. These thugs have no regard for innocent life and will spray the room with bullets to take you down, no matter who gets clipped in the crossfire. It's up to you to save the band that's trapped in the middle of the lounge. You cannot leave the lounge and head for Yung's boardroom unless you keep at least one band member alive until after the last wave of creeps has been put down.











Several paper canes are in the lounge. The music and thunderous gunfire drown out the audio cues, so you have to keep both eyes open for the telltale glow of a paper crane. There are cranes on top of the smaller aquariums and behind the corner bars. There are even paper cranes on the circle above the band. If you want to get one down, shoot the black marble out from underneath the paper crane and it will drop within reach.

These guys are cold-blooded killers. Look at those masks—you know there's seven kinds of crazy under there. You must stop them as soon as possible because



these sickos kill musicians for sport.



Rush those red devils as soon as you see them step into the lounge. They carry assault rifles and will carve you up if you aren't careful;

you must put an end to their terror before they break up the band—permanently. As long as you are in view, the red devils give you their undivided attention, so make sure you're never too far away. You'd hate for them to get bored and become lethal music critics.



Use cover to mount a counterattack against the red devils. As long as they know where you are, they train their sights on you.

Just make sure you never put the band between you and them because they will empty an entire clip into the musicians, ending the mission in failure.



Mercifully, first aid kits are plentiful in the lounge.

Train your sights on the band every few seconds. If you see a gangster closing in on the musicians, dive across the room and take him out before innocent blood is shed.







The gunmen keep coming out the same doors, so hover close to the doors and try to pick off your enemies as they step into the lounge. Weave, crouch, and dive—do whatever it takes to get the drop on these killers and keep them from getting close to the musicians. And if there are both black suits and red devils in the lounge at the same time, always prioritize killing the red devils.

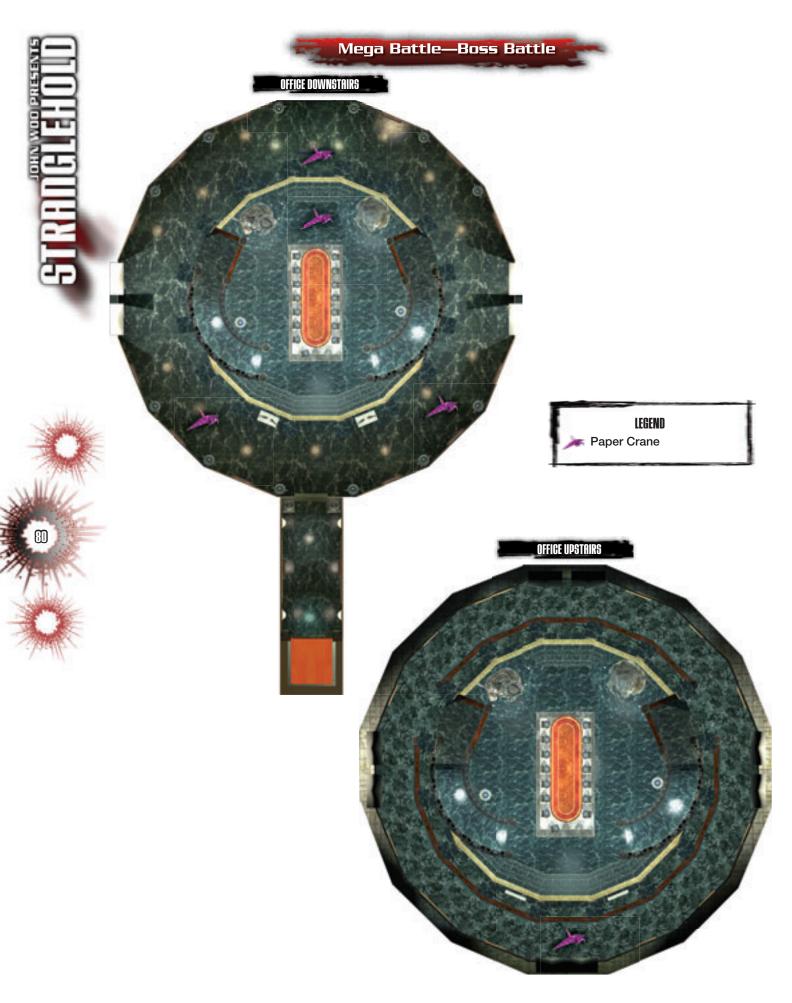




Don't forget your Tequila Bombs! The action is too frantic to use Precision Aim effectively, but the Barrage Tequila Bomb is an excellent way to keep the red devils in check. If you feel overwhelmed by the firepower and want an equalizer, engage Barrage. For a few sweet seconds, you don't have to worry about health, ammo, or Tequila Time. You can concentrate solely on letting these thugs know it's last call in the lounge.

If you manage to keep at least one musician alive by the time the last red devil is pushing up daises, you get a mobile phone note: head upstairs to confront Yung's enforcer, Lok.







As soon as Tequila steps into the boardroom, he comes face to face with Yung's rhino of a bodyguard, Lok. The beastly soldier easily dwarfs Tequila—he's sporting arms as big as an 18-wheeler's stacks. He needs that strength, though, to hold that massive cannon in his hands. Lok affectionately calls it his "toy," but this fight is anything but playtime. Lok may not be the brightest, but, judging from the scars on his face, he's apparently smart enough to survive some pretty brutal scrapes. But if any cop can finally bring this colossus to his knees, it's Tequila.



The casino isn't the only thing that's mega around here—Lok is a monster of a man. He waits for Tequila in the boardroom, looking decidedly out of place surrounded by ornate decorations and flourishes.





Even with just one good eye, Lok is still a crack shot with that cannon. so as soon as the battle begins, take cover behind one of the columns immediately in front of you. Lok's bullets quickly chew through the plaster. but crouching buys you a few seconds. While behind the

column, pop out and take a few shots at Lok. Tequila Time slows the scene, giving you the edge. Try to go for the head, but if Tequila Time is at a premium, you cannot afford to be picky about your body parts.

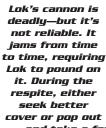


The only thing more pointless than taking Lok head-on would be hoping you could just talk it over with the lug. He's

merciless. The boardroom is surrounded by columns and statues, so use those as cover while circling the hulk. Crouch down while you replenish Tequila Time and when you have enough to safely take a few shots, pop out and give the brute a hard volley.



Don't linger behind the pillars for too long. Once Lok sees you, he shoots at the pillar, tearing it apart. After a second or two, the pillar crumbles, injuring you.













First aid kits and paper cranes line the boardroom's outer ring. Use the first aid kits only when you have less than half of your health so you can enjoy the maximum benefit.



If you run low on ammo, head for one of the assault rifle racks along the edge of the boardroom.



Watch out—Lok's
cannon can
pierce the
second floor. If
he draws a bead
on your position,
he doesn't aims
for you. He aims
for the floor
under your feet.





The plumes of plaster dust and splintered furniture make it hard to see Lok from time to time. Losing track of him is a good way to get yourself killed, so always train the camera in his direction. If you get confused, find some cover and then watch for tracers.











There are two floors in the boardroom. Lucky for you, Lok is essentially anchored to the ground floor. When Lok's gun is jammed, make a break for the stairs. You can either run straight up, or stylishly sprint up the banister. If you take the more artful route, you

can earn style points for turning to face Lok and popping off a few successful shots.



As tempting as it may be to lay on the Precision Aim Tequila Bombs, you should always save some Tequila Bomb strength for healing. This is a long, protracted fight and Lok can push you to the edge of death several times. Those quick heals keep you from replaying this boss fight several times.



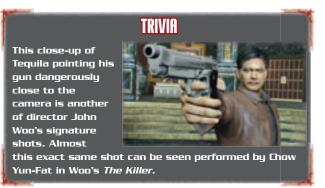


Upstairs is a hospital-it's loaded with first aid kits and paper cranes. Refill your health with the kits and then hop on the banister to take some stylish shots at Lok downstairs. He may creep up the steps a little bit, but don't worry. In fact, that move confines him, allowing you to

zero in on him without having to scan the entire floor.



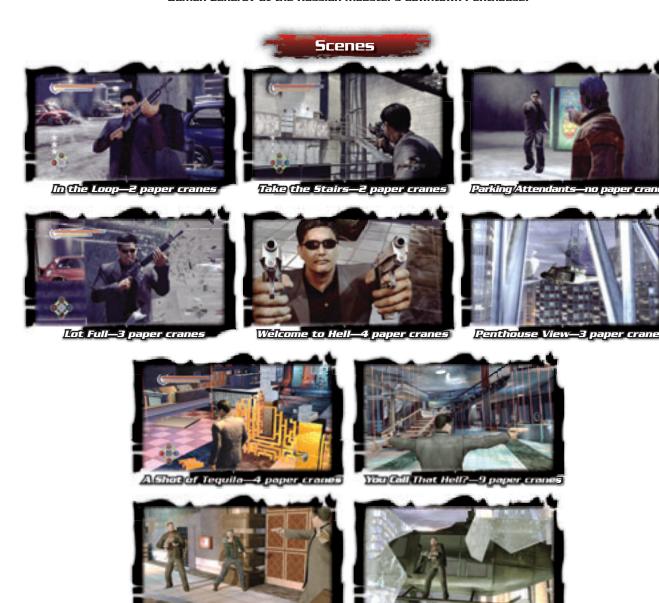
When Lok is down to a fraction of his health, finish him off with Precision Aim.



Zakarov Penthouse



Yung has escaped the Mega and traveled to Chicago for a meeting with Damon Zakarov at the Russian mobster's downtown Penthouse.

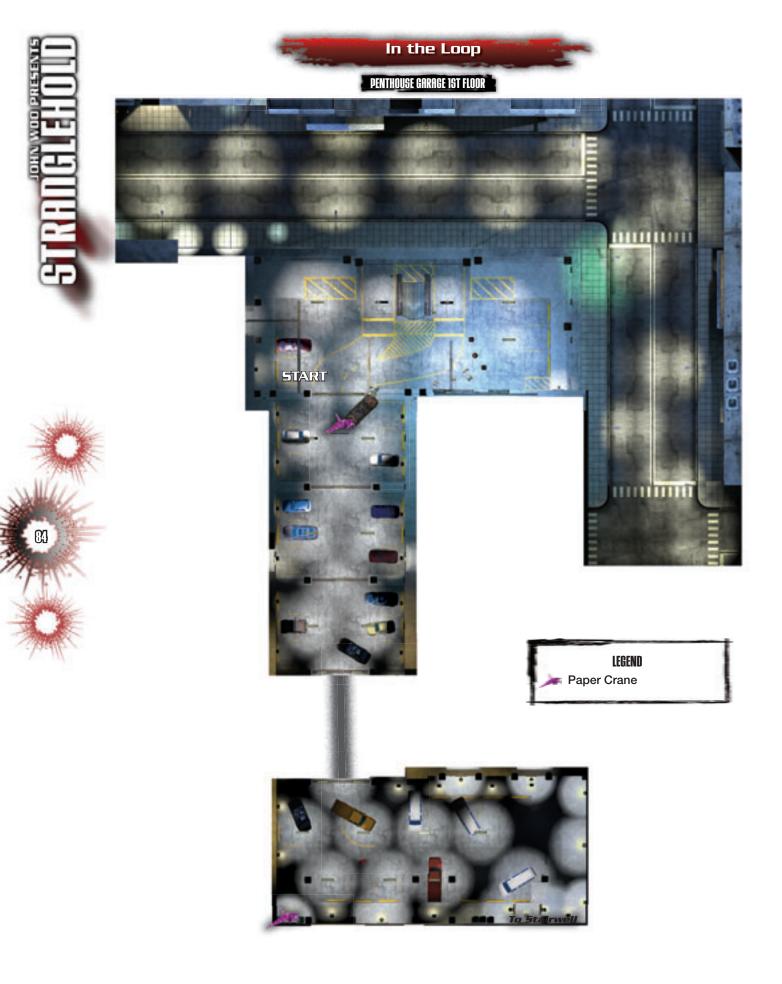


Vladks Escape

-no paper cranes

OHIOLIE V

Window Seat



Damon Zakarov has loaded the parking garage beneath his apartment building with enough guns and gangsters to take over an entire city. However, witnessing Tequila's ability to clean out an entire casino and incinerate ships and escape with only a bandage has made Damon appropriately cagey.

As soon as the mission starts, the air is thick with gunfire. Dive for cover immediately, slamming yourself flush with one of the giant concrete support pillars. From this position, you can return fire on the advancing Russians. Use Teguila Time to manage the threats, slowing things down to a crawl so





you can pick your targets. Stay in this cover position as long as you can, picking off thugs as they run down the center ramp or pop out from behind parked cars. Look for a paper crane on the green sign right above your starting position; shoot the sign to drop the crane to the floor.





Eventually, you must move up. Don't stay in the open very long. Just crouch out to cross the garage and seek out a new cover position a little bit farther up the ramp. Dive through the air and open fire to earn style points so you can break out those cool Tequila Bombs.





Snipers lurk at the far end of the parking level. track them via the red lasers on their scopes. Step out from cover so you have a clear shot and then initiate a Precision Aim Tequila Bomb. You can blast the snipers directly or go for a more stylish environmental kill by blasting the signs over their heads.





Never stray far from cover. You are so wildly outgunned that if you brazenly try to take the garage, you'll be cut to ribbons within seconds. Keep using those pillars. They last much longer than the plaster-and-rebar pillars holding up previous structures, making them safe enough for you to stand behind for 10 to 15 seconds before you must seek out a new spot.





Don't save the Precision Aim Tequila Bomb strictly for the snipers. If a shooter has you pinned and you cannot target

him from a cover position, briefly step out and immediately engage the Tequila Bomb.



You can take cover at the edges of the parked cars, but watch for smoke and flames that indicate the car is about to blow. You can survive an explosion.

The cars in the garage are like ticking time bombs. If you fill a car with enough bullets, it explodes. The resulting shockwaves drop any thug standing next to the car. It does take a lot of bullets to detonate a car, so if only one or two thugs are next to one, you might be



better off targeting the gangsters themselves instead.



This must be a dangerous garage because the walls are lined with first aid kits.









When you reach the top of the first ramp, immediately seek cover to protect yourself against the gangsters to the left. An entire crew of gunmen lies in wait next to the vans. Use Tequila Time when you pop out and squeeze off shots at the exposed criminals. Don't forget to use hazards like the overhead signs to take out thugs. Also use a wheeled tool chest in the middle of the garage to slide across the area and earn some stylish kills.

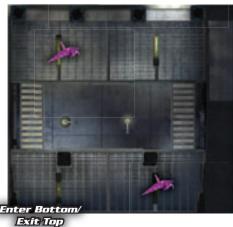




Use the vans as cover as you advance toward the open door on the garage's right side. The vans have giant windows you can shoot through to take out a target that might not realize he is exposed. If you ever run low on health or ammunition, seize the shotgun and the first aid kit in the side room next to the vending machines. There is another paper crane next to the green vending machine in the corner.

Take the Stairs

GARAGE STAIRWELL







Sometimes the mobsters stand in a position that you cannot reach while remaining behind cover. You must step out to shoot them. There are two levels full of bad guys in this stairwell, so work your way up by alternating between taking cover and making frontal assaults.



The open door leads to a service stairwell. The coast is clear when you first slip inside, but don't expect peace and quiet for very long. After you rush up to the first landing, slam into a cover position and train your sights on the door just above you. Thugs stream through the door

and come down

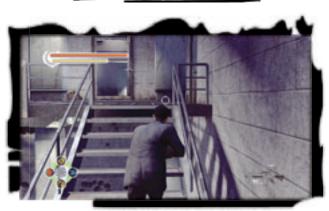




the stairs toward your position. If you stick to cover, you can pick them off as they attempt to get you.



There are two paper cranes in the stairwell. The first is above a lighting fixture on the second landing. The second is on the top landing, tucked behind a pillar.



One final thug steps through the door at the top of the stairs leading back out into the parking garage. Drop the chump and then slip through the door.

Parking Attendants



As soon as you step back into the garage, five mobsters get the drop on you. They surround you with guns outstretched, ready for a standoff. Some of the thugs use cars for cover while others bravely stand exposed. All standoffs unfold quickly, but you really have very little time to make choosy shots in this encounter.



The first
 Russian stands
 next to a fire
 extinguisher.
 (Warning:
 Contents under
 pressure.) Pop
 the fire extin-



guisher with a single bullet to blast the hood across the room.



The second mobster is beneath a sign. If you can shoot the sign, it will flatten the thug. However, if it's easier just to take him out with a direct shot, don't stretch for anything fancy. 3. The third mobster is just standing next to a parked van. He looks like an easy target, but you have only a



second or two to take aim. If you miss, you will get a second chance at him after you dispatch the fifth gangster.

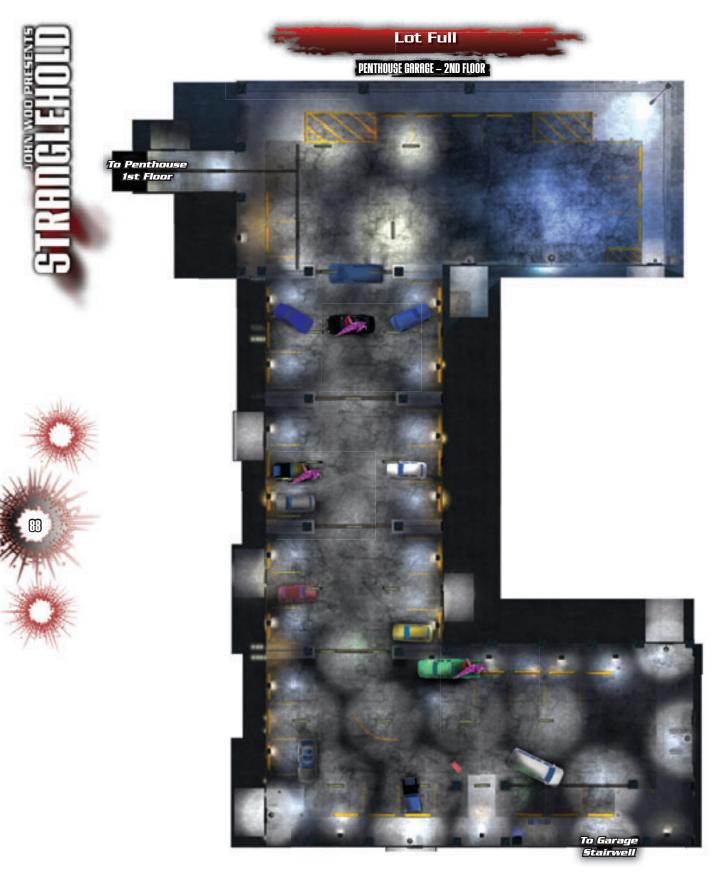


- 4. Killing the fourth gangster requires split-second timing. He's right on top of you, so as soon as you finish off the third gangster, start moving the crosshairs toward the screen's right side.
- 5. The last thug requires you to move the crosshairs back to the left. While dodging his bullets, aim for the fire extin-



guisher just behind his torso and make it launch the gangster across the garage.







OHIGHED 4

There's no time to celebrate surviving the standoff—this parking level is about to get crowded. Immediately run



for a pillar and press yourself against the back of it so you can take aim at mobsters coming from the left side of the garage. They rush from the ramp just behind the green truck, so hit Tequila Time and pick them off as they run into view.



Stay close to your cover because it's the best vantage point for the continued onslaught from the ramp on the other side of the

garage. However, there are three gangsters next to the blue rig on your level. They are right on the other side of the van parked on the garage's left side. When you see a break in the stampede at the ramp, step out and pick off the gangsters at the blue truck. They try to make themselves small behind the truck, so if necessary, use Precision Aim to take them down.



That ramp sees more traffic than the corner of Hollywood and Vine. If a collection of thugs is coming up the ramp



together, try taking them out by shooting the sign over their heads. Time the attack just right and you might just flatten three of them.



Eventually, the flow of foot traffic at the ramp slows, so you must creep up to the corner to spark the firefight again. Use Tequila

Time as you move up, targeting the gangsters holed up near the cars parked along the side of the ramp and at the very bottom. Watch for reinforcements—these thugs are like hydras: kill one and two more take his place.

A paper crane waits in the bed of the green truck. Shoot the tailgate and dive into the back of the truck to pick it up.







The bottom of the ramp is lousy with snipers. **Use Precision Aim** to take them out. Look for the red lasers to pinpoint the snipers, but don't overlook activity behind the parked cars and vans. If you have a clean line of sight, pop a mobster through the car windows.

After thinning their ranks with Precision Aim, take cover behind one of the pillars and look down the length of the ramp. More



snipers crouch behind the cars and some criminals may even brazenly advance up the ramp. From cover, keep them pinned down so they don't get too far up the ramp. Use Tequila Time to slow the action and score some style points to refill your Tequila Bombs.





See those bright purple tracers flying across the garage? Those are coming from heavy machine guns-one of the most devastating weapons you can acquire. But before you can claim one for your own collection, you must first eliminate those mobsters. Stav behind the

posts and wait until there is a small break in the machine gun fire, then step out to take the shooters down with Precision Aim.





When the garage finally falls silent, run down the ramp and scoop up one of the heavy machine guns.



Now, exit the parking garage via the elevator to the right. This takes you up to the Zakarov brothers' swank penthouse, which seems to double as a barracks tonight. Ready yourself for war, because before this night is through, you'll feel like you took on the entire Russian Army.

Welcome to Hell



In case you manage to empty the parking garage, Vlad Zakarov has stayed behind in the penthouse to prevent you from catching up with Billie and Teko. The barrel-chested mobster isn't ready to take you on himself, so commands his elite men to roll out the blood-red carpet.



PENTHOUSE 1ST FLOOR







As soon as you control the action, seek cover. The first four-man team open fire the second they spot you. Use Tequila Time

to dodge their bullets and respond with a like volley. The penthouse is full of furniture, wet bars, sculpture, and columns, so there's no shortage of places to hide. However, that goes for both you *and* the Russians, so always make sure the coast is clear before advancing too far ahead. You don't want to get shot in the back.

The penthouse is full of glints—an abundance of environmental hazards are present for you to use against the mobsters. Shoot light fixtures off the ceiling and watch them crash down on the heads of unsuspecting villains. Crouch down behind bars and furniture and take





aim at the glints and earn style points that help you initiate Tequila Bombs.



A paper crane is on the water fountain on the left wall.

Watch out for several mobsters hiding behind this large overturned table in the next room. Blast the lights so they drop to the floor, crushing suspects.





The laser tripwires kill you instantly[EM]even if you're using the Barrage Tequila Bomb.





The glass wall to the left of the bar hides the next crew of mobsters. Blast a small opening in the wall and pick off any thugs you can see. If you make a big enough hole, you risk letting them move into your half of the room. When you see no more activity, blast a hole to walk

through and investigate the corner of the penthouse.



Run to the wall and take cover. Several gangsters are standing by the windows in the corner, including one thug that

doesn't notice the fire extinguisher next to him. Pop the fire extinguisher to take out the mobster and then mop up the gang from a distance.





Undoubtedly,
you noticed the
red lasers in the
penthouse. These
are laser tripwires
and if you cross
one, you set

charge that instantly kills you. Look for light fixtures and other nearby hazards you can shoot. Drop objects in the path of the lasers, setting off the charges from a safe distance. You can also destroy lasers by using Precision Aim targeted at the black box at the source.





Shoot the light trellises above you to create a path up to a paper crane above the next glass wall. A handful of mobsters is on the other side of the glass. Shooting through the glass just broadcasts your position, so instead, surprise them by taking the high road. When you drop into the room with the thugs, open fire before they can get their bearings.





If you are low on health or ammunition and can't get to a first aid kit, use the Barrage Tequila Bomb. In your frenzy, blast a hole through the glass and rush the nest of mobsters, ventilating them with your bullets.

After the mobsters are down, blast the light fixtures to set off the laser traps to the left and step into the next area.



Penthouse View

PENTHOUSE 1ST FLOOR MEZZANINE







you must contend with the chopper.



Crouch
behind a half wall
and open fire on
the gunman. He's
not wearing any
armor, so you can
drop him with just
a few well-placed

shots to his head or chest. Slow the scene down with Tequila Time if necessary or try leading his position with Precision Aim. Don't get too excited when you blast the gunman off the chopper. Another shooter in the helicopter takes his place.



Shoot through the pile of chairs to enter the next area, but try not to waste too much ammunition because the second shooter is about to open fire.





Use cover and Tequila Time to target the second shooter. The helicopter now faces the building, narrowing the outline of the shooter. He's harder to hit, but if uou can slow things down with Tequila Time or stay on top of him with your target cursor, you can blast him off the chopper.



A spare first aid kit is on the bar behind you. If the chopper attack takes a lot out of you—or you get into real trouble and have



no Health Boosts—swipe the first aid kit.

After finishing off the chopper gunners, go up the stairs and blast the mobster situated in the door.

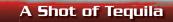




Before going through the door, jump to the chandelier and pick up the dangling paper crane.



Wait until you see the chopper level out before opening fire on the gunner—he's not vulnerable until then.







This penthouse is so large it even has its own sports bar. The mobsters at the bar aren't watching the big game, though—they're holed up and waiting for you to poke your head around the corner. As soon as you step into view, they fire. Take cover at the corner of the wall opposite the bar and blast every gangster in the bar area.



Carefully step between the lasers so you don't set off an explosion.





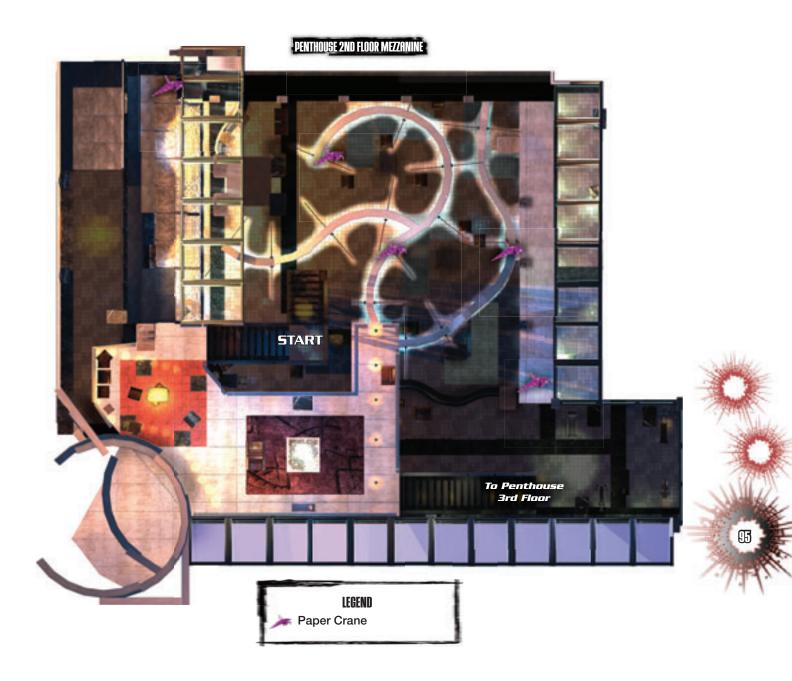
Just beyond the bar, a gunman taunts you from behind a protective array of laser trip wires. Blast the gangster on sight. There are no light fixtures to knock into the beams, though, so you must either dive around the lasers to move into the next area or use Precision Aim to blast the topmost laser, disrupting the entire array.



The elevator to the penthouse's top level is just across the balcony. Jump to the chandelier and swing to the other side, picking up a paper crane along the way. While you're swinging, some thugs pour out of the elevator. Pop them with grand style from the chandelier. Dismount from the chandelier, pick up the nearby first aid kit, and then slip into the elevator.

You Call That Hell?







When you step out of the elevator, Vlad calls out from above. The burly bear is ready to get personally involved in this gunfight, but he doesn't confront you immediately. Rather, he leads you on a chase through the penthouse. You must follow the mobster, avoiding his henchmen and laser traps until you finally corner him and force an end to this battle.

Pop the gangster at the top of the stairs when Vlad runs off.





During the chase part of the battle, Vlad is highly immune to the heavy machinegun and most Tequila Bombs, but you may need to save your Tequila Points for Health Boosts.

An assault rifle and a paper crane can be found next to the har helow the stairs.





Drop the villains at the top of the stairs and then dive over the laser beam.





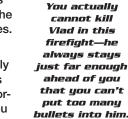
At the long wall of lasers, use cover to eliminate the guard patrolling the penthouse outer corridor. If you move quickly, you can clip Vlad before he pushes his way deeper into the penthouse, leading you to a tricky maze of trip wires that flicker on and off.





The first time you catch up with Vlad is at the bottom of the next set of stairs. Slide down the banister, engaging Tequila Time, so you can draw a bead on the mob boss. Vlad is flanked by bodyguards, but concentrate as much firepower on the boss as possible. As you close in on the bottom of the stairs, Vlad makes a break for safety. Follow him to the next room, where he must stop before he barrels into a wall of laser trip wires.







the penthouse, so you should never be without a gun.



alone, so always seek cover opportunities when you spy a group of bodyguards move into the area. You can fire through

the trip wires without setting them off, allowing you to thin the herd of guards that rushes to the boss's side.

Vlad is rarely

Follow the maze of laser trip wires through the penthouse. They funnel you directly to Vlad. You may want to crouch through this laser "cathedral."



Whenever you catch up with Vlad, use Tequila Time to bring the scene to a crawl. It's easier to dodge his bullets and return fire with accuracy when Tequila Time is engaged.

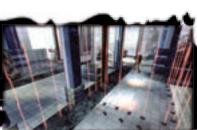


firefight—he always stays just far enough ahead of you that you can't put too manu

Whenever Vlad gets too far ahead of uou. use the temporary breather to seek out a first aid kit. There are

kits and weapon

cases all over



Vlad leads you to a section of the penthouse with blinking lasers. Watch the patterns and step through the laser walls when the beams have iust turned off.

If you're caught in the beam when the laser turns back on, the floor explodes under your feet.



Keep your distance from Vlad! If you get too close, he will pull out his special shotgun and open fire. This gun is so powerful it knocks tequila backwards. You risk being knocked into laser tripwires.



At this point, just let Vlad get ahead of you. You have to negotiate the maze slowly anyway, so pop a few in the boss whenever he's surrounded by bodyguards.



You don't have to follow Vlad's steps exactly. You can wait for the lasers to blink out and step on the outside balcony to fetch weapons and a



paper crane. Just make sure you pay attention to the timing of the beams. They are too close together to squeeze between—you must wait for them to turn off.





Eventually, the laser field directs you to another penthouse bar. Several creeps are behind the bar, so use cover and Tequila Time to rub them out. There is a nice stash of weapons, first aid, and a paper crane behind the bar. Make sure you swipe everything you need before continuing down the next hall.

Look for a small group of thugs to pop out of a door in the long hallway. Open fire on them and then step through the door to corner Vlad in the next room.



Vlad's Escape



It's a trap. The gangsters lured you right into the middle of another standoff, much to Vlad's delight. The Russian uses the standoff as a distraction while he makes his escape. You are helpless to prevent his going, as you have more pressing issues at hand—namely the four guns pointed right at your head. Here's how you survive this standoff:

- 1. The first
 mobster is
 standing next
 to a fire extinguisher—shoot
 the canister
 and send the
 thug flying
 across the
- room.
- 2. While the first bad guy is still airborne, whip around to see a gangster standing out in the open. Draw



on his chest (the largest target) and put a bullet in him before pivoting to face the third shooter.

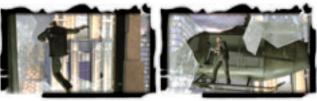
- 3. Nail the third gangster by moving your crosshairs to the screen's right side as fast as you can. He's out in the
 - open, so pop him in either the head or chest.
- 4. You have just one second to draw on the fourth gangster—he's standing right in front of you with his gun



outstretched. Move your crosshairs back to the left and put one in him.



STRAINGLEHOLD



Vlad is incredulous—you survived four of his best gunmen. It looks like the big guy is throwing in the towel when he jumps out the high-rise window, but the Russian is actually just catching a ride. Remember that chopper from earlier?

Window Seat—Boss Battle



Vlad Zakarov isn't merely as large as a bear—he's about as smart as one, too. The mobster knows he can't beat Tequila in a fair fight, so he stacks the odds in his favor by catching a ride from a helicopter equipped with twin cannons. However, having seen Tequila best hundreds of his foot soldiers, Vlad discards his regular gun for a rocket launcher. Vlad doesn't know that only laser wires can kill Tequila during Barrage.

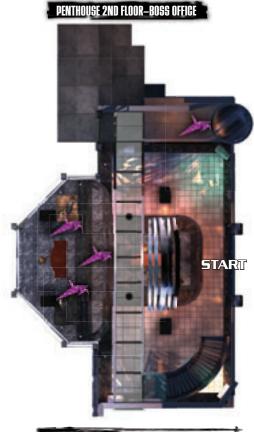
Vlad's chopper swoops back and forth across the enormous bay of windows. The ensuing battle turns the extravagant



penthouse into a war zone. Between the rockets and the cannons, any cover you use doesn't last long in this battle, so remember to be fleet-footed. Two paper cranes near the edge of the penthouse grant you Tequila Bombs, but grabbing them puts you dangerously close to the chopper, so stay back at first and open fire the moment you have a clean shot.



Use Tequila Bombs like Barrage to really chisel away at Vlad's health—he's an absolute bear and stake a lot of hits from regular shots.



LEGENII Paper Crane

If you can afford it, use the Barrage Tequila Bomb to spray a huge burst of bullets at the chopper. During the Barrage attack,



you can rush to the edge of the penthouse without worry of running low on ammunition or getting clipped by the cannons. Tequila is immune to blasts from Vlad's rocket launcher during Barrage.



You need more than peashooters to take out Vlad. Fortunately, this room is full of weapons such as assault rifles and golden pistols.

If you are low

on ammunition, refresh your stocks before engaging the brute. But as soon as you can, turn your guns on the Russian and lay down a heavy stream of fire to chip away at his beefy health bar.







Tequila Time is an invaluable tool during this battle. Usually, it's convenient to have it automatically kick in when

you're going for style, but since it's at such a premium right now, you might want to control it manually.



Are you crazy?
Never try to
take on Vlad
while standing
out in the open.
He will order
the chopper
pilot to spray



the interior of the penthouse, and those guns are powerful enough to cleave a third off your health bar if you aren't able to find immediate cover.



There is an upstairs balcony, but those cannons can chew it apart beneath your feet. Don't stay up there for very

long—just run from the stairs to the paper crane on the balcony's other side.



If you're low on health and have exhausted the supply of first aid kits (where's a guitar case when you need it?), make a break for the paper cranes at the edge of the penthouse and use a Health Boost.



When the cannons are trained on the penthouse, seek cover immediately. Use Tequila Time to slow the battle and only take a shot at Vlad, now standing in profile, when the cannon spray isn't pointed directly at you.

Remember your
ABDs? If the
majority of
cover has been
destroyed, rely
on diving and
Tequila Time
to avoid Vlad's
rocket attacks.
Don't worru



about diving close to the windows. Tequila won't accidentally go over the edge.





While Vlad is cooling his heels on the street below, Tequila discovers what happened to Jerry. He was shot in a gun battle and found a safe place to hide. Jerry holds his wound while Tequila talks about his next play. Jerry says Tequila should go down to the museum. Damon

donates to the museum as a cover for his illicit business dealings and there's a good chance you can corner the surviving Zakarov brother there.





Chicago History Museum



The Chicago Museum of History is the site of the Zakarov Foundation's gala fundraising event, but Yung grows impatient with Damon and wants to get their business back to Hong Kong sooner rather than later.



Welcome to the Party

Yung is suitably impressed with Damon's operation, but there's just one problem: Tequila. Furious that Yung has failed to put this cop down for good, Damon decides not to hand over Billie and Teko. Each gang's soldiers draw their weapons in a standoff, but cooler heads prevail. Damon keeps Billie while Yung takes Teko. If they separate them, Tequila will be forced to make a choice, allowing the other to be spirited far away.









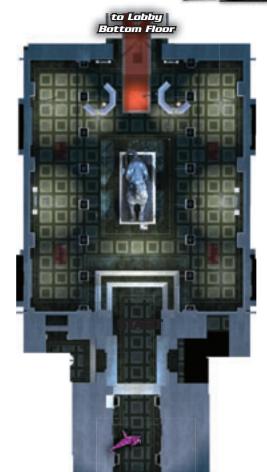




As Billie resists Damon and screams for Teko, she sees a face that has haunted her for the last eighteen years. The man she once loved-always loved-has arrived in Chicago to seek vengeance. She sees the hellfire behind his sunglasses, the way he whiteknuckles those pistols. He let her go all too easily once before and he's not going to make the same mistake twice.

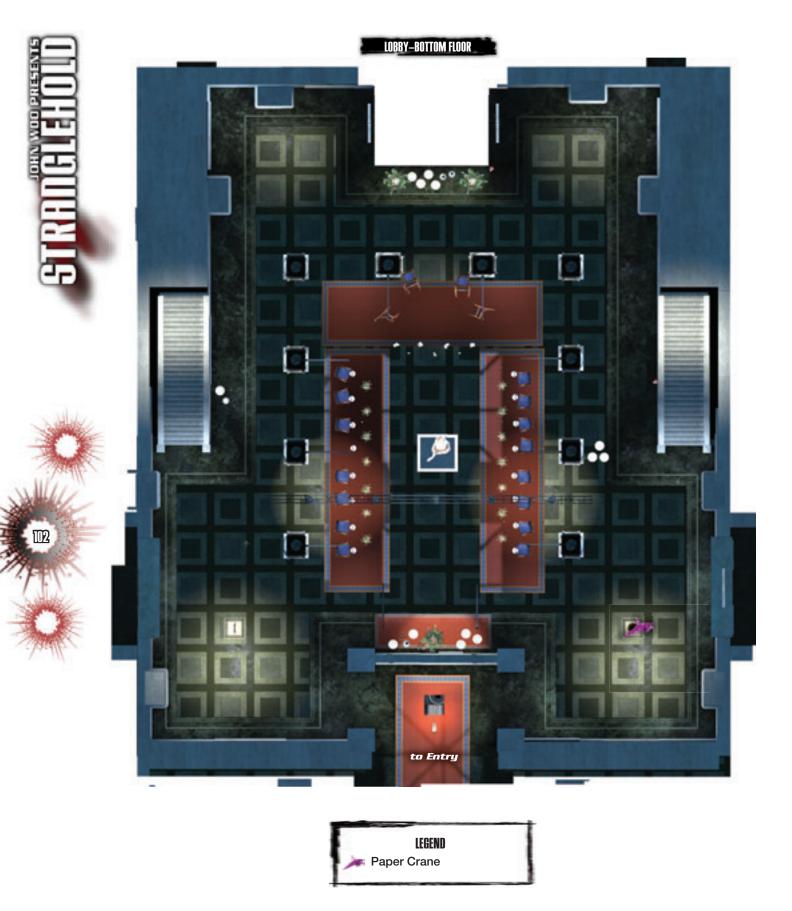


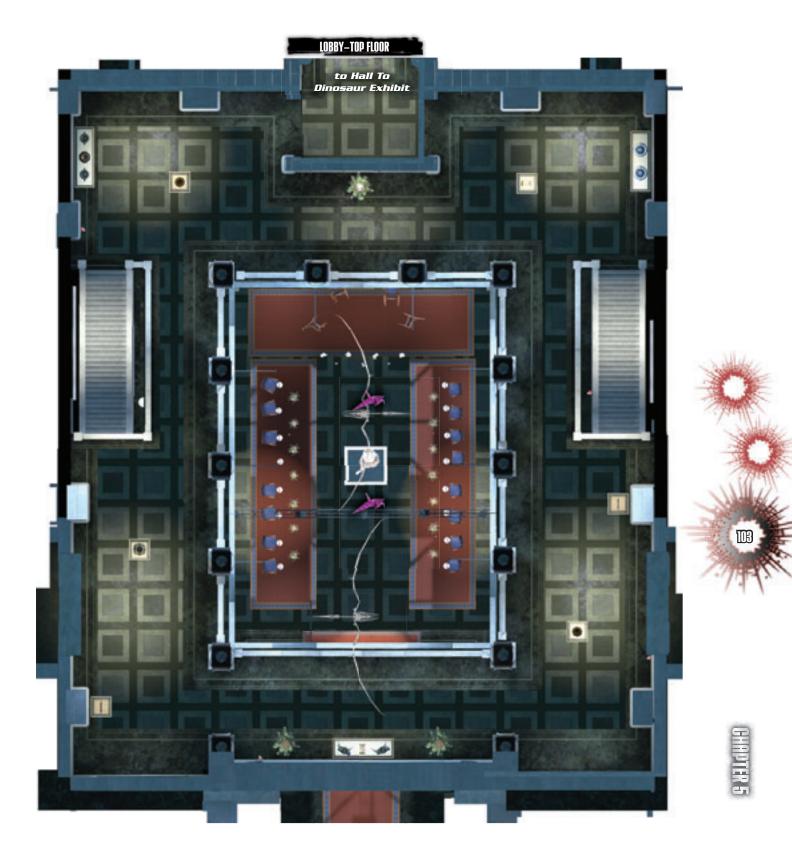


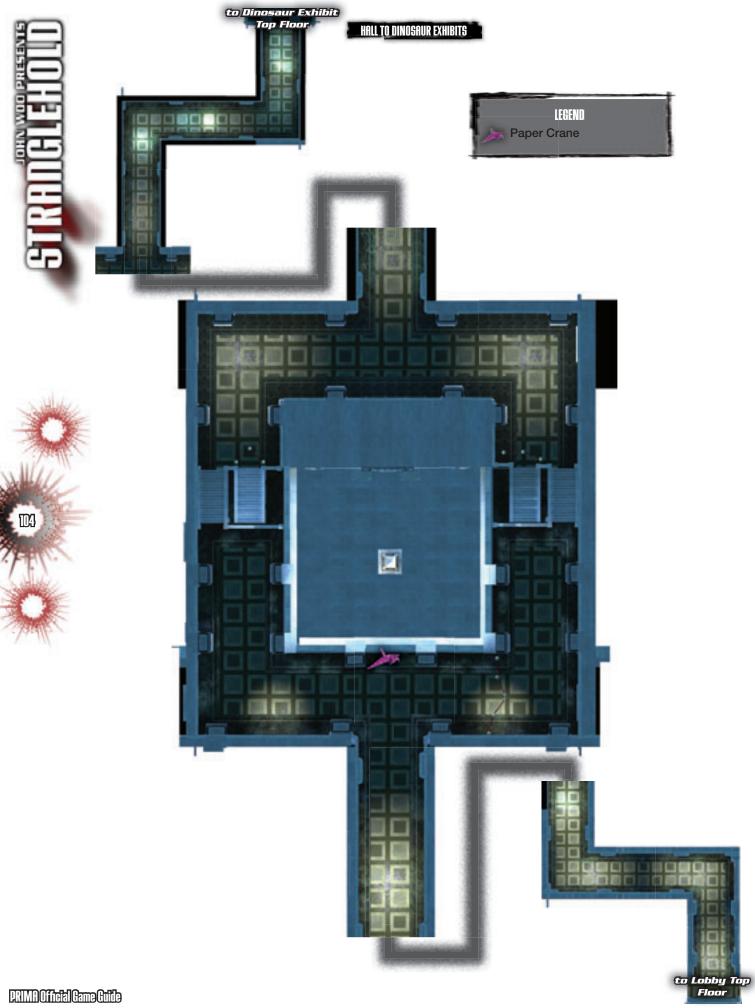












As Damon escorts Billie deep into the museum. he leaves behind a welcoming party for Tequila. Immediately take cover behind one of the ornate pillars as soon as you have control over the action. Vlad's crew looks like toy soldiers compared to the kind of muscle Damon has under





his command. These cats are crack shots and spit adrenaline.



As soon as the first four gangsters are down, make a break for the reception desks. Use the desks as cover against

the next wave of mobsters. They take up a position at the opposite counter. Wait until your assailant stops shooting and then return fire.





There are many paper cranes in the museum. Look for cranes in the corner of the hall behind the reception desks and on top cases.



The halls have fancy lighting fixtures that hang from ceilings. A few of them have paper cranes hiding on top of them. So, it can't hurt to shoot them as you run through the hallways and confront the Russians.



The hall across from the reception desks leads to a large dining area for distinguished guests. You're not on the RSVP list, so Damon's men open fire on you. Use the walls as cover, bracing yourself against corners to pick off overly brave gangsters.

This dining hall is crawling with gangsters. Look for an entire crew holed up behind the service bar on the other side of the dining table. Use Tequila Time to draw a bead on the shooters or step out and use Precision Aim to close the distance.









There's plenty of action upstairs, so after you clean up the ground floor of the dining hall, train your weapon on the banister and look

for shots between the balusters. As soon as you close in on a staircase, jump up and balance on the railing.

The mobsters try to down you on the stairs, but if you balance on the railing and kick on Tequila Time, you can push back against



the thugs while banking style points.

STRENGE FORD

After slaying multiple waves of Russians, you will be greeted by some hard hitting Butchers. These guys are not bashful, and will run at full speed toward you as they laugh maniacally. Keep your distance from Butchers at all costs, as they can deliver some savage melee attacks. The best way to prevent them from getting close to you is to use the interactions where they can't get next to you. Both *Pterodactyls* and the trellis that spans the middle of the room provide great vantage points to shoot the Butchers at your leisure. After both Butchers are defeated, the final two Russians will emerge from the end of the room and guard its entrance.





Gangsters try to take you out from the opposite side of the dining hall balcony. You can use Precision Aim to pick them off, or crouch between the pillars and shoot them without aid of a Tequila Bomb. Paper cranes are between the two sides of the balcony. You can swing on the

pterodactyl skeleton to cross the balcony and pick up a crane or steal across the lighting trellis that stretches the width of the room. A paper crane rests in the middle of the trellis. Be warned, though, as venturing out onto the trellis to collect this crane will cause additional Russians to join the fray that would not normally appear.

Watch out for thugs that jump out from behind display cases.



As soon as
the dining hall
goes quiet, exit
through the
newly opened
door and make
your way to the
dinosaur exhibit.

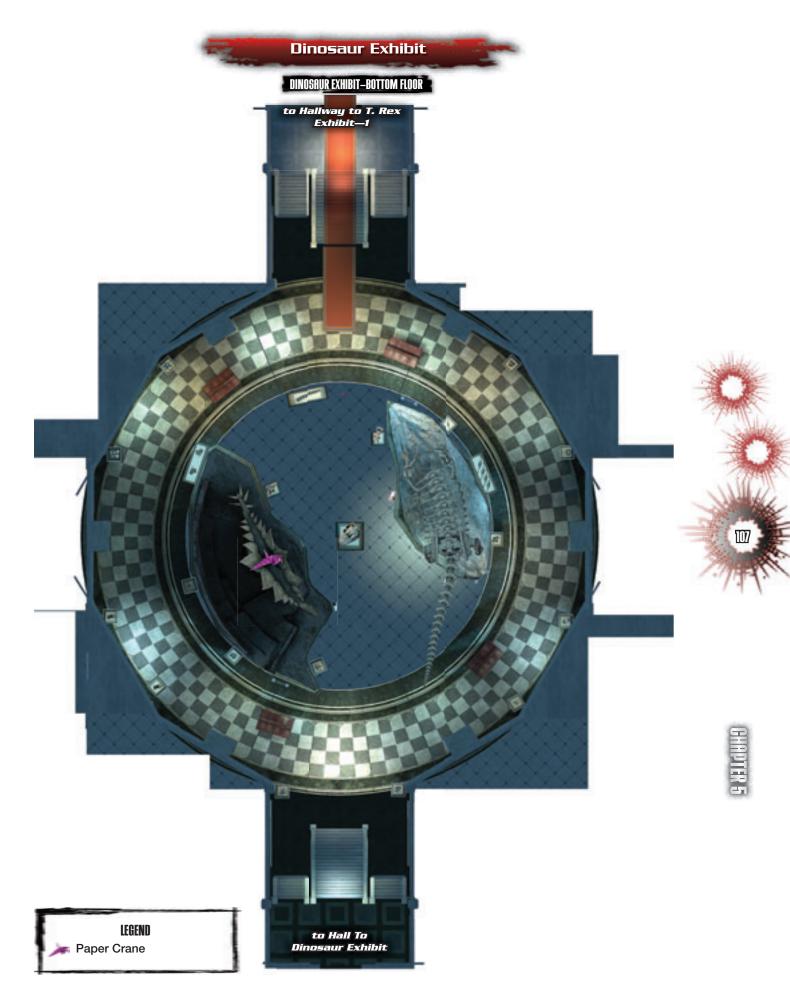


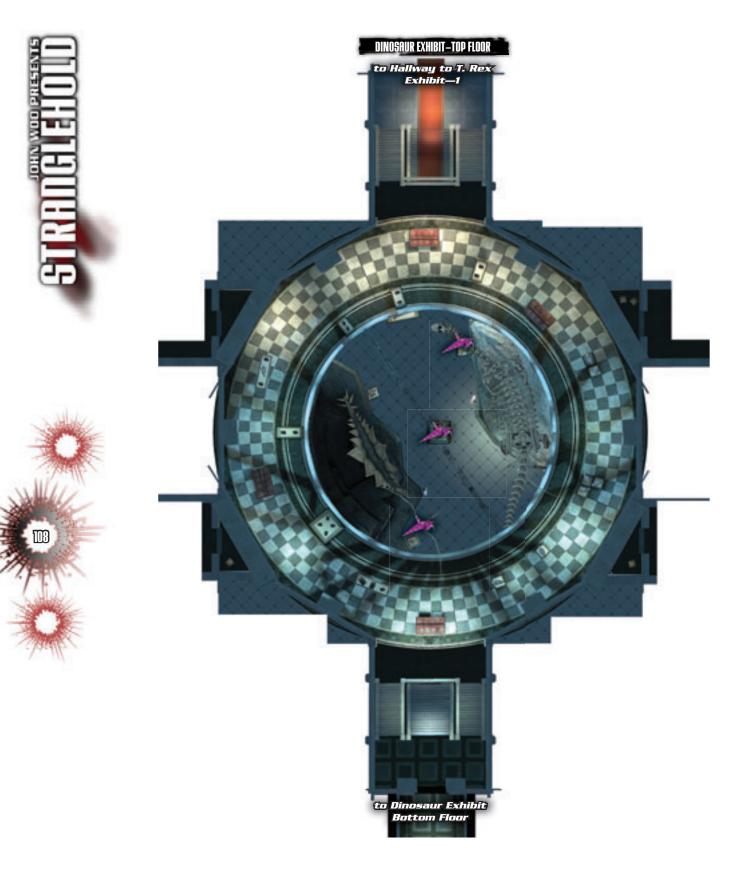
This hallway splits in the middle and provides an option of which side to continue along. Both paths eventually connect however, so it doesn't really matter which path you take. They both lead you toward Damon, and both have Russian Mafia brutes popping out to hinder your progress.

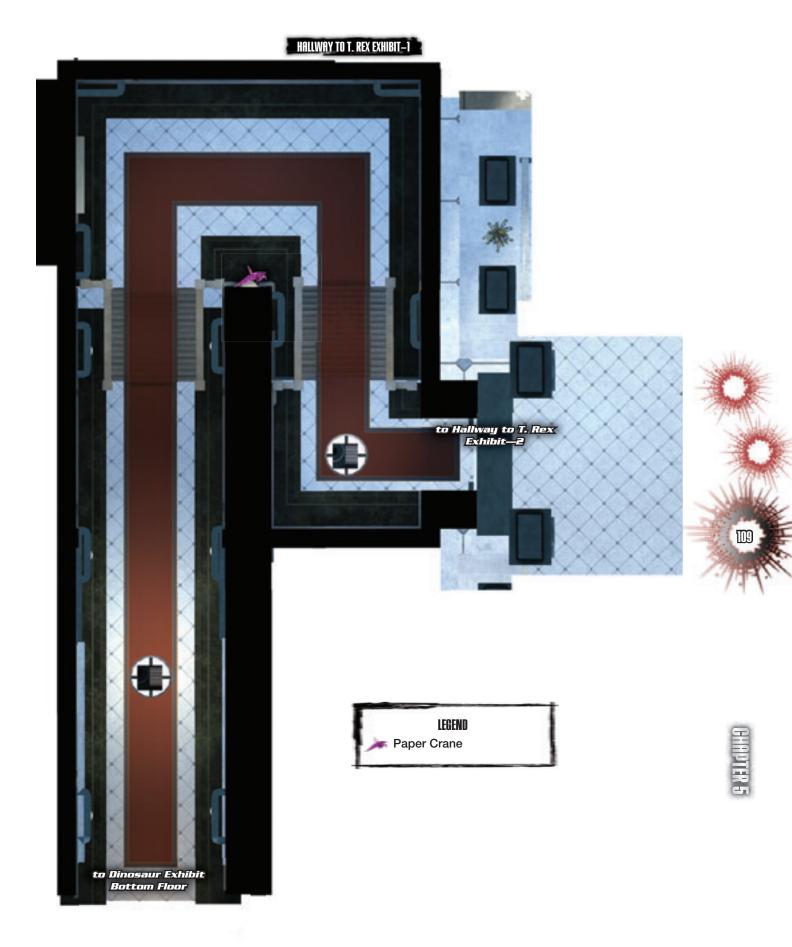


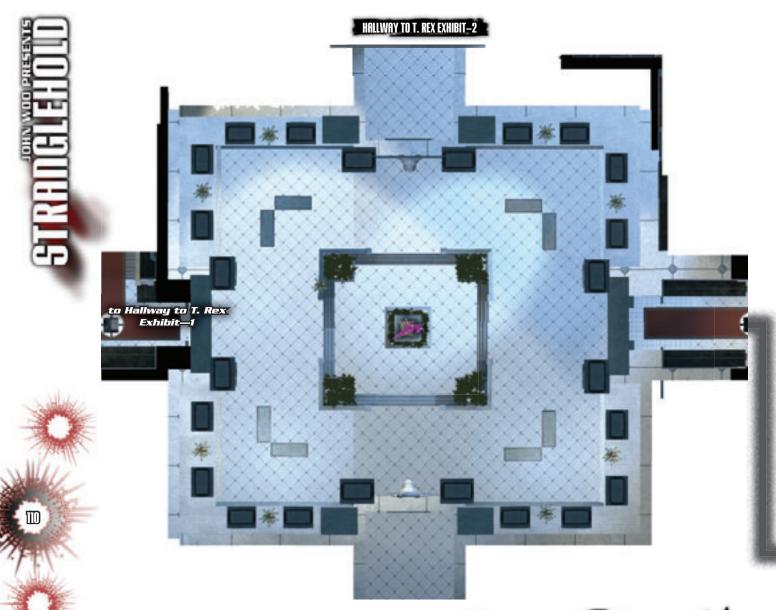
Once you've gone down the stairs, if you double back and take the next set of stairs down again, you'll be rewarded with a nice haul of weapons (including a golden pistol) and a paper crane. There is also a collection of grenades here. These little spark plugs are always available for use thanks to the Throw Grenade Button, so you don't have to switch weapons to use them. Each grenade pickup will only give you five total grenades, so use them wisely.







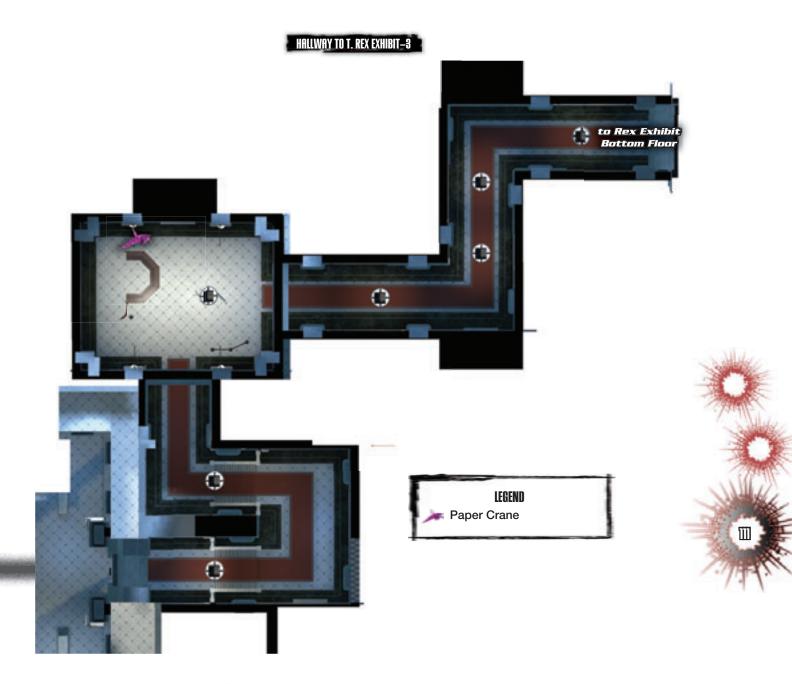




As you move about this exhibit, be on the lookout for grenades stashed in certain locations. They will cause powerful area effect damage to the environment and enemies. So, a quick lob of a grenade can not only take out a pesky villain hiding behind cover, but in some cases it can also take out the cover. There are grenades on the second floor near a dodo bird display case right after you ascend the right set of stairs, and another batch on the first floor in a cubbyhole next to the stairs that have the carpet runner on them—the one without the first aid kit.



Just as you reach the dinosaur exhibit, Damon drags Billie into the next part of the museum. However, he has left behind a present for you—a few dozen bloodthirsty mobsters. The exhibit hall has several doors, so expect multiple waves of gangsters to storm the room from all angles. Fortunately, there are first aid kits against the outer wall and a handful of paper cranes in the room to help you juggle the threat.







Don't be too eager to rush right into the room.

Take cover at the door and let the enemy come to you. Pop off a few shots to get their attention. Many gangsters make a beeline for your door, allowing you to pick them off from relative safety.



Want to make a quick bridge between the two floors?
Shoot out the back legs of the Brachiosaurus skeleton and



use its spine as a ramp.



Use the banister on the second floor as a staging ground for attacks against the gangsters running around on the ground level.



Watch for mobsters hiding among the display cases. Shoot them through the glass as you dive and dodge their fire.





First aid kits are stashed in the narrow alcoves next to the stairs.

The stairs are too slow and the switchback in the center leaves you entirely too exposed. Use the Brachiosaurus skeleton ramp to jump between the two floors of the dinosaur exhibit. As you run along the fossilized vertebrae, pick up a paper crane. The skeleton is also a great place for





launching some stylish kills. Dive over the heads of your enemies, shooting them while you soar through the air.

After a few minutes of heated gun battle, most of the display cases are reduced to glass and sawdust. You must rely on

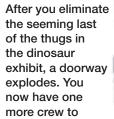


diving to avoid gunfire. Turn on Tequila Time to slow your jumps and take proper aim at the suspects.





Use Precision
Aim to pick off
gunmen on the
opposite side of
the second-floor
balcony. There
are more than
enough bad guys
in the exhibit
hall to dispatch
artfully, earning
you additional
style points.





dispose of, but you also have an escape.





Blaze through the thugs that just burst through the door. Pop them as you go up the stairs marked with the carpet runner. Follow the carpet up some more stairs, pausing to pick up any dropped weapons or shoot the lighting sconce to get the paper crane to fall down. A door at the top

of the stairs leads outside to a courtyard with a beautiful Egyptian obelisk.

Rooftop Ambush



Blinded by rage, Tequila walks right into another ambush. Damon left behind six shooters as insurance, just in case you survived the gauntlet at the dinosaur exhibit. As soon as you step out into the museum's outdoor courtyard, the gangsters fall into place. They close in this time, making this one of the fastest standoffs in the entire game.

1. The first thug shoots the flower pot next to you to kick up dirt and dust. Rely on the color of your crosshairs.



When it turns blood red, you have the shot.

2. As you pivot to the right, start moving the crosshairs off to the right side of the screen and get ready to dodge.



This thug is pretty sure of himself, standing out there without any cover. Punish him for his unfounded bravery.



3. The third shooter is back in the center of your field of vision, but he's a small target standing on the lower landing. Go for his head as fast as you can before pivoting to the next mobster.



4. The fourth shooter is back and to the left. Arc the crosshairs across the screen as soon as Tequila snaps into place. Dodge the incoming fire and take your shot as fast as you can.



5. The fifth gunman is located on the opposite side of the screen—he's on the right.



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6. The final criminal in the bunch is right in your face. You can practically smell his breath as you turn to face him. Start dodging immediately because this gunman shoots the instant he has the shot.



You may have survived the standoff, but can you dodge the barrage of gunfire from the rooftop snipers Damon left behind in case you made it this far? The night sky is streaked with bullet trails, all leading to a pair of hooded snipers.

Step back far enough so you have a clean line of fire between you and the snipers. **Use Precision** Aim to zoom in on each of the snipers and take them out. If you don't have any Tequila Bombs, you're forced to seek cover near the obelisk and engage Tequila





Time to slow the scene long enough to draw a bead on the tiny targets. More thugs break into the courtyard via a door in the corner. Push them back with barrage or a grenade toss and follow the corridor inside the museum.



A welcome wagon is waiting for you at the reception desk near the entrance to the Tyrannosaurus Rex exhibit hall. Use Tequila Time to get the drop on the thugs waiting for you at the information desks. Look for another squad to the right. Use the service cart to roll across the room,





blasting mobsters as you move.



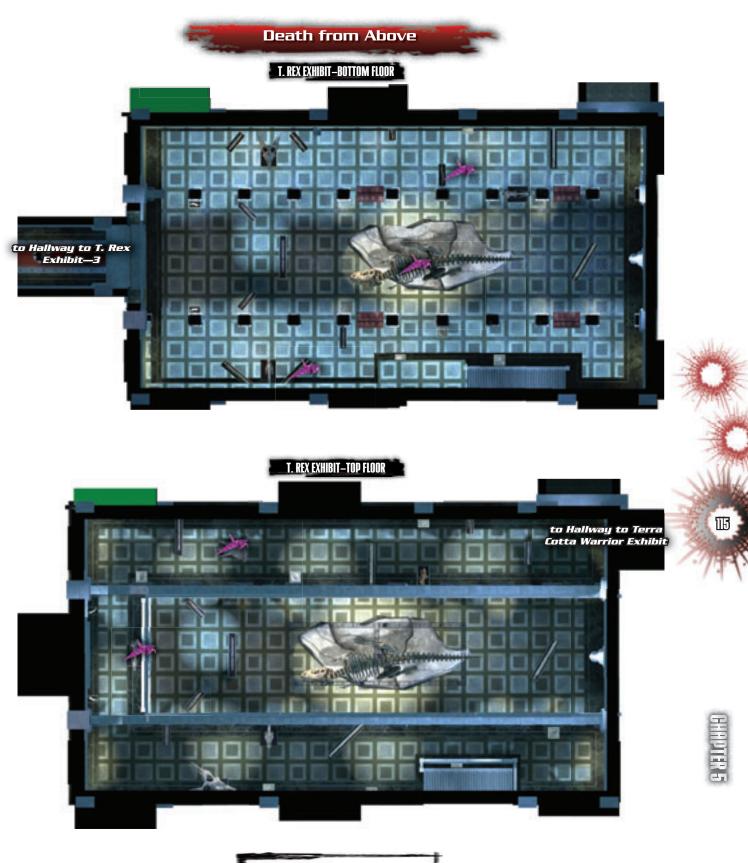
After the gunfire dies down, refill your health with the first aid kit on the wall behind the reception desks. A paper crane is on the

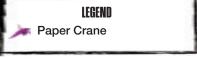
floor next to the desk. Be sure you grab it because you'll definitely need your Tequila Bombs in the next room.

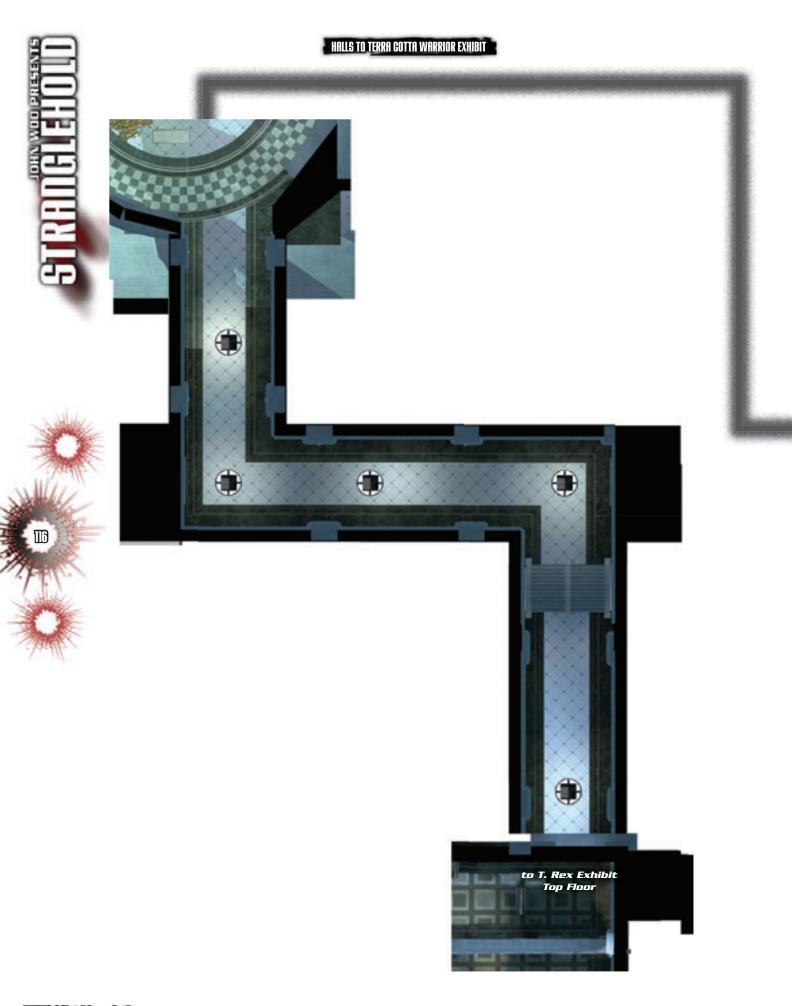


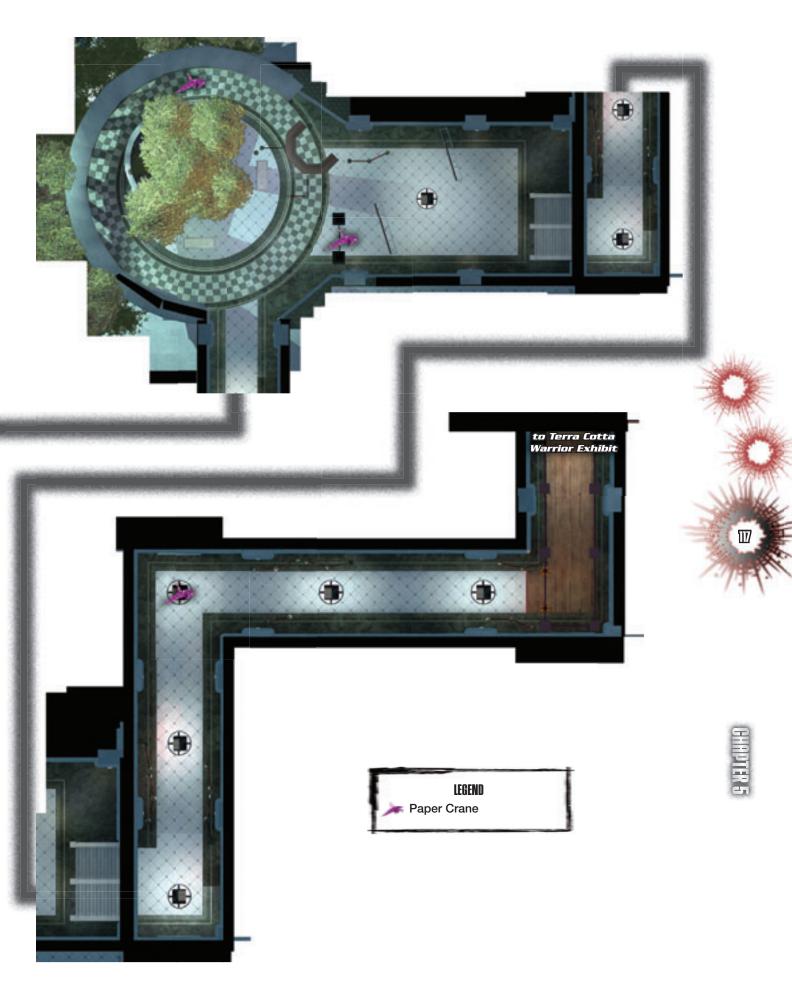
There is a paper crane perched on top of the large marble obelisk, and breaking the obelisk will cause the crane to fall down to you. There are also grenades at the base of the obelisk that could come in handy once the rooftop snipers are taken care of.











STRRING FIORD

Follow the hall to the Tyrannosaurus Rex display. The king of the prehistoric world strikes a fearsome pose, but the real threat is the gunmen that repel into the room via the ceiling skylights. The ropes drop wave after wave of shooters into the exhibit hall, giving you no shortage





of targets for the next few minutes.

You must go
upstairs to
take out the
gunmen as they
repel into the
room instead of
waiting for them
to reach the
floor and fan out.
Use Precision
Aim to expel any
shooters from
the top of the
stairs and then
make a run for it.









Look for paper cranes tucked behind the fossil displays.





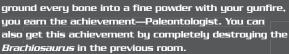
Use the doors for cover and take care of the first wave of gunmen from the ropes. The shooters try to weave between the exhibits, using the fossil records as cover. The fossil stones break apart when you shoot them, allowing you to hit the gunmen hiding behind them.



Never turn
your back to an
exhibit without
making sure the
coast is clear.
Check out the
thug hiding
behind these
fossilized tracks.



Xbox 360
players—are you
looking for another
achievement?
Blast apart
the entire
Tyrannosaurus Rex
skeleton in this
hall. When you've





Never just run up the middle of the stairs. Balance on the banisters so you can at least score some style points if any shooters appear at the landing upstairs.







Watch for movement in the dark on the other side of the balcony. Use Tequila Time to slow the scene while you fine-tune your aim and take your shot.

Use the columns as cover against the gunmen patrolling the upstairs balcony.

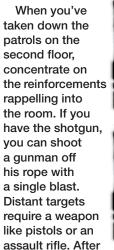








A handful of paper cranes is upstairs. Always check around exhibits. There's one next to the dinosaur skull in the middle of the room. Another sits perched on the *Triceratops* skull. You must shatter the priceless fossil to access the crane, though.





you finish off the last of the repelling gunmen, exit the Tyrannosaur hall through a door in the corner.





You must fight your way to the terra cotta warrior exhibit. Use the corner near the giant tree to pick off thugs as they rush you. Catch that flash by the tree? That's a paper crane, but don't even try it until you've eliminated most of the mobsters patrolling the room. Fight up the

stairs opposite the tree to reach the terra cotta exhibit hall. (Note the sign.)





The cold, sterile interior of the museum warms as you approach the terra cotta warrior exhibit. Head down the ornate hall and slip into the open doors to finally corner Damon Zakarov.

STRHING FOUL

Face-Off—Boss Battle



Tequila finally catches up with Damon Zakarov at the terra cotta warriors exhibit. The mob boss has Billie at gunpoint, demanding that Tequila relent and allow him to escape. The cop keeps his weapon drawn, refusing to yield to the gangster. Billie surprises Damon with a hard elbow to the ribs, but Damon retaliates with the back of his pistol and Billie is knocked unconscious, allowing Tequila to bear down on the mobster.



Damon Zakarov is the brains of the family—that's why he's still alive and his brother Vlad is making an appearance in the obituary pages of the Chicago newspapers. However, there's still time before the tabloids go to print to run a double-billing on the Zakarov boys. To put this arm of the Russian mob out of business, however, Tequila has to survive Damon's incredible aim. The mob boss owns his own pair of golden pistols. Each shot that hits carves a healthy chunk off your stamina and stops you in your tracks, making you an easy target for his bodyguards.

FALL BACK

As soon as the battle begins, Damon flees up the stairs from the terra cotta soldiers. It looks cowardly from your angle, but the



mobster isn't fleeing the scene. He's going upstairs so he can get a better view of the arena. Damon leaves you in good hands, though. A small crew of soldiers rushes the statues, determined to make you a permanent part of the exhibit. Blast them as you back out of the center of the exhibit, lest you give Damon a clean shot when he pops out on the upstairs balcony.



Retreat to the walkway surrounding the terra cotta warrior statues on the first floor. There is no way to access the second floor right now, so you must avoid Damon's golden pistol fire and artfully eliminate his foot soldiers to earn Tequila Bombs.

PRECISION AIM

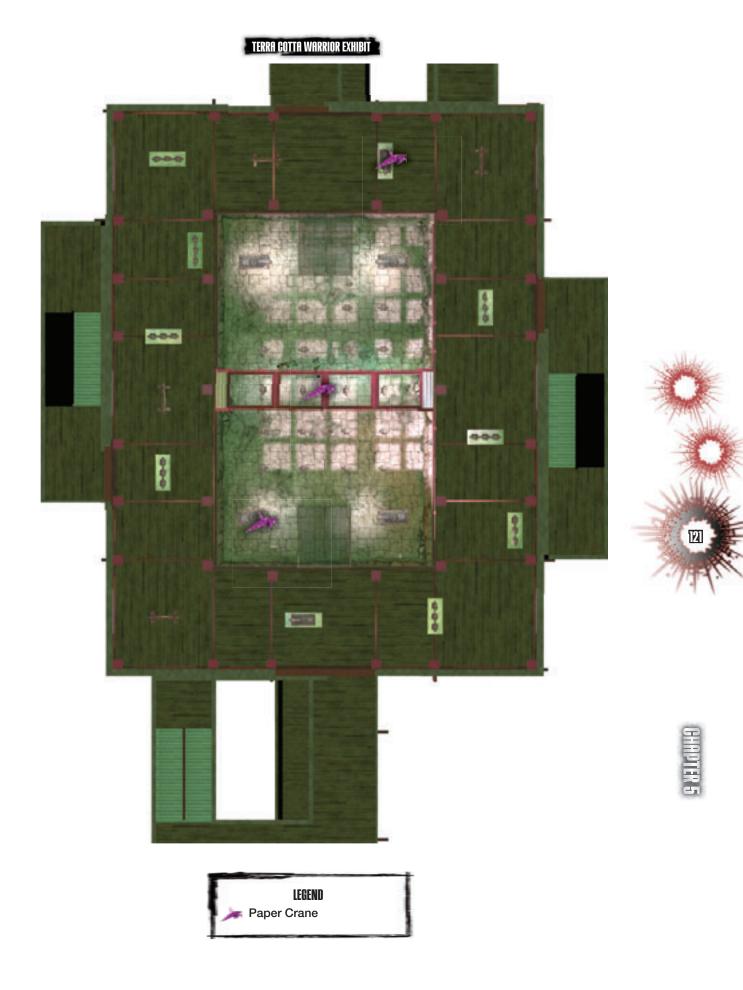
When you have a clean line of sight between you and Damon, engage the Precision Aim Tequila Bomb. Time stands almost still while you put your crosshairs over the diminutive mob boss. When the crosshairs turns red, pull the trigger and watch Damon recoil from the shot. Damon





has no armor (or muscle mass, for that matter), so each Precision Aim shot rips off nearly a fourth of his health bar.









Damon pulls back after you hit him with Precision Aim. While he recovers and reloads, you must contend with his bodyguards. Dive toward the gangsters to refill your Tequila Bomb gauge, allowing you to keep blasting Damon with Precision Aim. Watch for reinforcements to stream out the doors in the four corners of the room.

When you're ready to get a little more hands-on with Damon, run the full length of the trellis to access the second-story floor. Watch out for Damon's golden pistols because he can blast you clean off the trellis with a single shot. If you see him taking aim at you, dive





out of the way. When you reach the top, circle around Damon, diving to dodge his shots.

GOING UP

A long trellis stretches across the length of the ceiling. When it comes down, you have a makeshift ramp to the second level of the exhibit hall. Bring it down and then run halfway up the trellis. When you're over the bridge that spans the terra cotta exhibit, dive for the paper





crane just beneath you. Banking that paper crane gives you an additional Precision Aim shot.



The shotgun is the best weapon to use for close-quarters combat against Damon Zakarov.

Push Damon
into a corner
and finish him
off with several
direct blasts
from your
weapon. A heavy
weapon, such
as the shotgun,
drains the
remainder of his health bar.



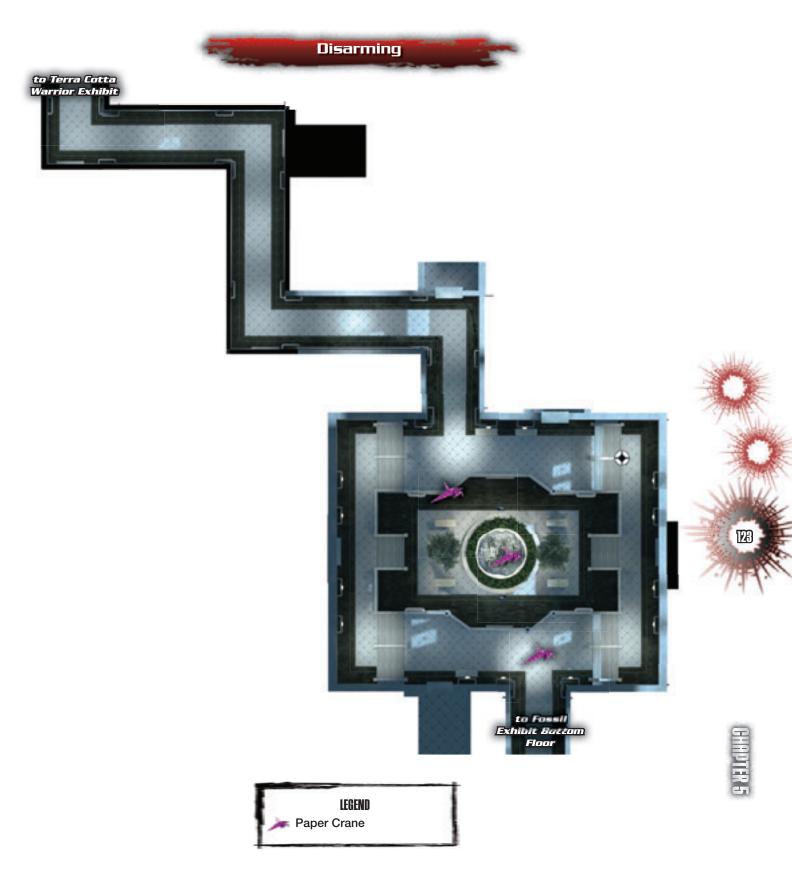


It's taken eighteen years, but Billie is finally back in Tequila's arms, where she should always have been, no matter what her father thought. But the reunion is tragically cut short when Jerry bursts into the exhibit hall and opens fire. That scoundrel is playing both sides! Tequila tries to block the shots, but Billie is hit. Both Jerry and Tequila watch her go down. Jerry flees the scene—he knows that he has now opened Pandora's box. Tequila cradles Billie as she slips away; he promises her he will rescue Teko and take her away from all this madness.



To find the treacherous Jerry, exit the terra cotta exhibit hall through the open door.





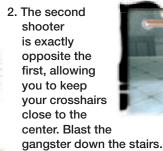


Two gangsters get the drop on Tequila as he pursues Jerry, but a swift move quickly disarms the thugs, awarding the pistols to the lone-wolf cop. However, two more shooters appear from the stairs, turning the encounter into a standoff.

 The first shooter is to your left—keep the crosshairs close to the screen's center and pop the gangster in the chest.



If you venture down into the middle of the room, you'll be rewarded with the Heavy Machine Gun. This gun can take down most enemies in a single shot. Also notice that there is a crane embedded inside the large Perseus-like statue. Both of these items should come in handy in the battle ahead.





3. The two gangsters in front of you are tough—they open fire as soon as you pivot toward them. Dodge as



soon as possible and blast the first gangster, keeping your crosshairs close to the center.



 Nudge your crosshairs a little to the left as you dodge to the right. Put a bullet in the fourth and final shooter to end the standoff.



After the standoff, more soldiers file into the hall. Dive down the stairs to blast them as they try to corner you. Fall back if necessary, but don't get pushed around. Grab one of the thug's shotguns and use it at close range with Tequila Time to push back and follow Jerry into



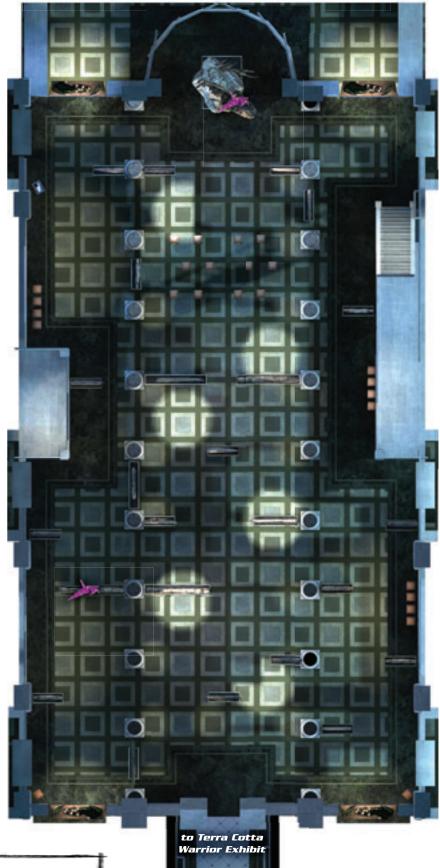


another fossil-filled room.



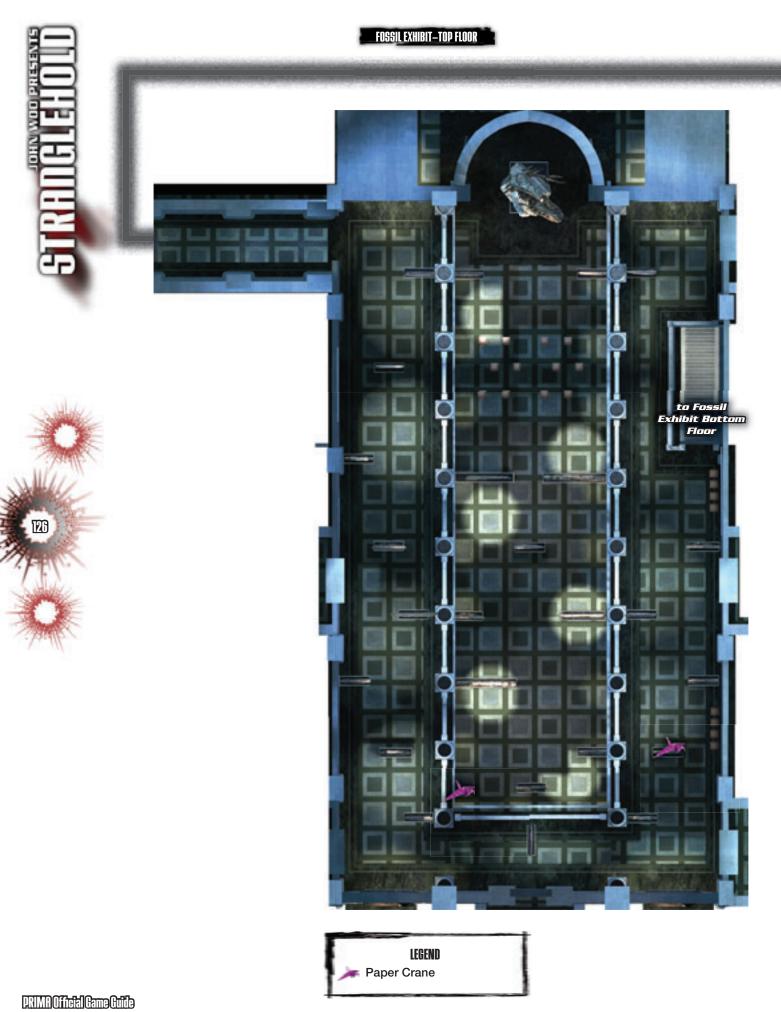
Clouded Judgment

FOSSIL EXHIBIT-BOTTOM FLOOR

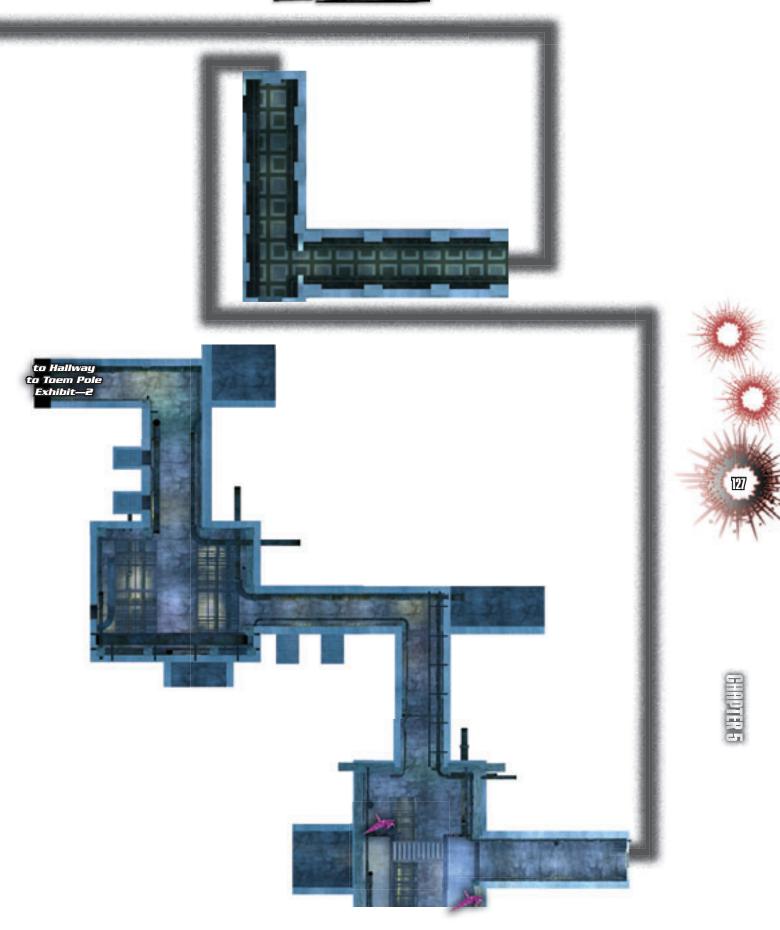




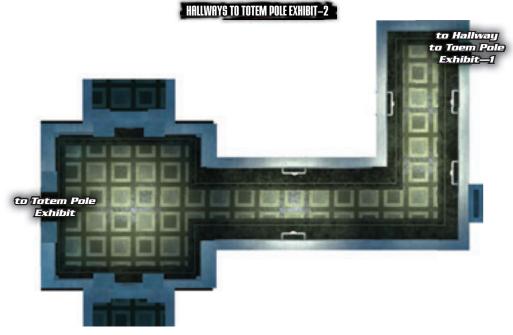
LEGEND Paper Crane



HALLWAYS TO TOTEM POLE EXHIBIT









As the player enters the fossil exhibit, a quick cinema shows the traitor, Jerry, peering down upon Tequila before fleeing through a door. However, before you can begin your pursuit, a smoke grenade is thrown into the room and fills the place with concealing mist. You now must battle through an arena with limited visibility. These guys are hard-core—check out those masks! They are much tougher than the Russian minions you've been fighting.



As you press into the fossil exhibit, more gunmen rappel into the room via the skylights. Dive between the fossils and open

fire on the troops before they hit the ground. If you let them get too organized, they pull out smoke grenades that cloud the room. They can somehow see you, but you'll have a tough time spotting them.

These gunmen are merciless, so you must be, too. Use your Barrage Tequila Bomb to load up and deliver a few short seconds of hellfire they'll never recover from. If you can keep these guys on their heels, you can move through the room fairly quickly and resume your pursuit of Jerry.









Get upstairs as soon as possible. Blast a hole through the reinforcements as you move up the stairs and be sure to turn back and nail anybody who followed you. Now, stick to the railing and shoot the gunmen off their ropes as they drop from the ceiling. Work your way down the

room, closing in on the exit door. However, look out for two crazed killers that burst through the exit door just as you near it.









Watch out for shooters in the hallways leading to the totem pole exhibit hall. That's where you finally corner Jerry. Dive down the stairs to keep more knifewielding killers at bay.

The service corridors under the totem pole exhibit are great bottlenecks. Stick to the corners and let the gangsters come to you. Pop fire extinguishers to knock out shooters as they roar toward you. Nobody seems to notice the pile-up of bodies as you turn the corridor into a meat



grinder. Just keep blasting until the place falls silent.



There's always one last madman. Keep usina corners as cover while advancing down the corridors. You can catch the killer by surprise as he rounds the corner.

Brothers Divided—Boss Battle



The duplicitous Jerry has reached the end of the line. The disgraced cop has fallen in with Dragon Claw; he is reduced to doing Wong's bidding. Jerry knows he's reached the end of the line, which makes him a desperate man. Desperate men are unpredictable, so you must be careful when settling the score with your former friend. After all, he's been watching how you move for years and will not hesitate to try the same moves on you.

COWARDICE

As soon as you enter the totem pole exhibit, the doors slam shut and you're locked in with Jerry. You cannot see him right away, but he sure sees you.





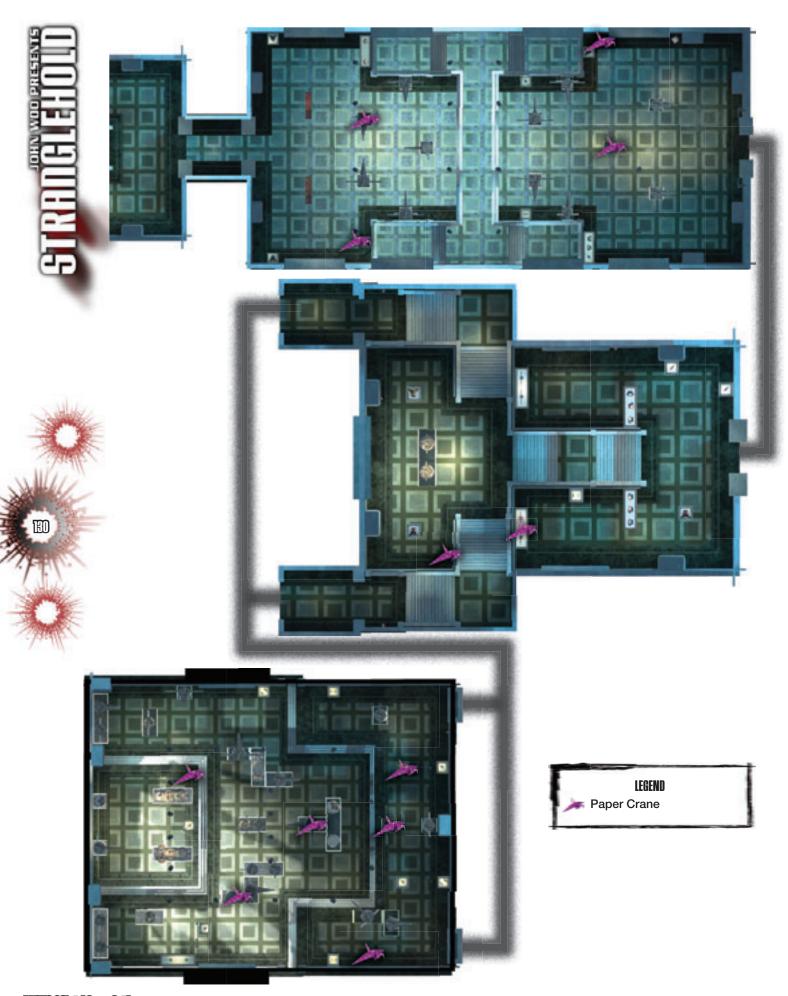




Deny Jerry the pleasure of killing both you and Billie in the same night. Take cover at the base of the closest totem pole. Engage Teguila Time and lean out to take a few shots at Jerry on the walkway. The traitorous cop won't know what hit him.

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The longer you take to force Jerry to flee, the more minions you will have to fight. The quickest way to deal with Jerry in this section of the battle is to use Precision Aim as soon as you get a clear shot at him. This will force him to run away much sooner, making the journey to the next section of this showdown much easier and quicker.



Look for paper cranes in the corners of the exhibit. They glow brightly in the darkened chamber.





When Jerry realizes just what he's unleashed, he falls back. Damon's men eagerly take his place, thirsty for revenge. Sweep

the room for the thugs, diving between the poles to minimize your exposure. More goons enter the room via the open doors on the opposite side, so crouch down and use Precision Aim to clear a path to the exit and keep pursuing Jerry through the museum.





Fight your way out of the totem pole exhibit. A band of thugs waits for you on the steps just outside the hall. Run up the banister and leap over the gunmen to fire straight down on them from a dive. They don't stand a chance against you.

NO ESCAPE



After you finish off the final crew of Russians, you corner Jerry in another totem pole exhibit hall. This time, there's nowhere else for the coward to run. He must stand and fight—and fight he does. Jerry goes berserk, but this aggression can be used to your advantage. For example, as Jerry leaps through the air at you, trying to mimic your dive, he doesn't realize you can easily track him as he drops out into the open.





Jerry often tries to rush you. That's fine—let him come. When Jerry closes in, engage the Barrage Tequila Bomb. You can empty almost an entire magazine into Jerry point-blank while his guns do no damage to you. This Tequila Bomb is your best friend during this fight,

so as soon as the first Barrage ends, recharge your gauge by seeking out paper cranes and get another strike ready.



STRHIGHENOUD



There are a few paper cranes in the hall. Look for their glow near the totem bases. There are also paper cranes resting on top of the totems themselves, which fall once the totems topple.



When you spot Jerry starting his dive, hit the Barrage Tequila Bomb again. Stand your ground and follow Jerry as his body arcs through the air. Keep your crosshairs trained on his head or chest, spraying a stream of bullets into him until the Tequila Bomb effect wears off.

You cannot eliminate Jerry while using the Barrage Tequila Bomb, though, so stay on top of him and finish him off as soon as the scene returns to normal.



If Jerry does get the drop on you and causes injury, fall back to the edges of the hall and seek out a first aid kit.



After Jerry falls, Tequila picks up his mobile phone and sees an incoming message from Wong. Tequila takes this opportunity to impersonate his former fallen partner. The old man now thinks you're dead. You can use this to your advantage when you return homt o Hong Kong and find Teko and finish off Dragon Claw.

Never just
charge Jerry. Use
Tequila Time and
dive through the
air to earn style
points as you
deftly dodge his
bullets.





Slums of Kowloon



Yung has convinced Wong to meet him in the Slums of Kowloon to exchange the "prize" for Golden Kane's piece of Wong's empire.

TRIVIA

The slums in Stranglehold are based on a formerly walled-off section of Hong Kong that the city chose to abandon rather than clean up. However, since the turn of the century, Hong Kong officials have recognized and closed down the slums in hopes of improving living conditions.



Total Paper Crain

The Storm Ahead



LEGEND
Paper Crane

primagamescom







Tequila brazenly strides into Golden Kane territory. confronting Yung in his personal office. The boss is impressed by Tequila's stones and allows the cop to speak his piece before ordering his men to open fire and kill him where he stands. Tequila asks Yung about

his tentative deal with Wong. Yung tells Tequila that in exchange for Teko, Wong will hand over a piece of the Hong Kong underworld.

Tequila just laughs. Yung is apparently as stupid as he is flashy. Tequila tells Yung that Wong couldn't care less about the lives of his daughter and granddaughter. He's already killed Billie and will most likely just use the Teko trade to eliminate the girl and Yung, too. After seeing





evidence of Wong's double-cross, Yung agrees to work with Tequila. Yung will move the meeting place to the slums, away from Dragon Claw turf. And when Wong shows up for the girl, Tequila will be waiting for him. Tequila gets Teko and Yung gets Hong Kong.



As Tequila approaches the slums, Lee calls. He's heard about the deal with Dragon Claw and Golden Kane. Tequila refuses to

tell Lee where the deal is going down—a bunch of cops would just get Teko killed.



The slums of Kowloon are depressing. What was once a vibrant neighborhood has fallen into hopeless disrepair. However, the slums do present plenty of back alleys and side routes for Tequila to inch toward the trade without being seen by Wong, who has already dispatched his men to the area.



As soon as the level starts, turn around and run over to the collection of rubbish on your left along the wall. It's not all rubbish, as there is a golden pistol lying in the debris pile! This new toy will help bring the heat when confronting these new Dragon Claw enemies.

Start your infiltration by passing through the gate to the slums and ascend the stairs. The steps lead into a apartment complex that's



held together with duct tape and broken dreams.





The first crane in the Slums is in the small alcove beneath the stairs.



Inch through the complex, using cover to make yourself invisible. When you spot light from a burning barrel, go flat against the corrugated steel in the corner. The first thug of the slums is standing near the barrel. Lean out and take your shot, starting the war for the Hong Kong slums.







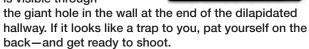
Another door right next to your new pile of sawdust hides a paper crane.

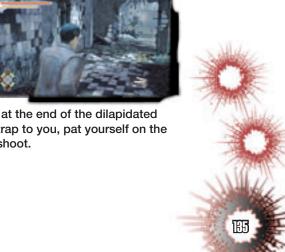




After taking out the thug at the burning barrel, turn around to spot an old door. Splinter the door with your guns and step inside to pick up a paper crane.

Keep moving through the slums and watch your step. There are no enemies until you reach the courtyard, which is visible through





The Courtyard



As soon as you step into the courtyard, your suspicions are confirmed. Sharp-dressed gangsters appear from the shadows, surrounding you with grim stares and gleaming steel. Get ready for a brutal standoff against a cast of characters that knows how to aim true and shoot fast.

1. The first gunmen are to your right, but make the closest one your priority.



2. The next shooter is to the left. The gunman stands in the open, poised to shoot. Dodge as soon as you can and swing your



crosshairs to the left to make the shot.



3. The next shooter is back to the right, forcing you to swing the crosshairs across the screen quickly.



4. The next gunman is next to the rubble on the left. Dodge his bullets by pivoting back and forth, throwing off his shots while you make your own.





5. There is a propane tank next to the final target. Blast the tank to send the thug flying into the courtyard.





LEGEND Paper Crane











As soon as the standoff ends, the real shooting begins. The courtyard is streaked with bullet trails from the lower levels.

Step away from the scene of the standoff and look for the trellis spanning the courtyard. As you run across the trellis, glance down and squeeze off a few shots at the thugs below.





When you reach the courtyard's other side, dive with Tequila Time engaged and drive out any remaining gangsters on this level. Another trellis over here leads down to the next level. As you slide down the trellis, open fire on the gangsters lying in wait.



Use the debris as cover and peek through cracks to scout out any threats. Take any possible shots through the cracks to clear a path through the courtyard.



Use Precision
Aim to flatten
any thugs
stationed on
the courtyard's
far end. With
the rain and
lightning, it can
be hard to pick
them off without
closing the gap
via the Tequila Bomb.

Watch for a pair of thugs to burst out a door at the end of the second balcony. Dive as they approach, blasting them before you crash to the ground. After clearing the door, step inside the empty apartment and follow it as it bends to the right. Be sure to pick up any first aid kits





you spot to replenish lost stamina.

The apartment isn't as empty as it looks. Two gangsters are waiting for you in the last room, just as the apartment opens back out into the courtyard. After dropping the crooks, slam against the doorjamb and take aim at the gangsters across the courtyard. You must carve a path





around the courtyard to the next open apartment.



Before crossing
the courtyard,
turn back and
look at the
apartment behind
you. A paper
crane is tucked
in the debris to
the right.





As you enter the next open apartment, watch for a gunman to pop out of the doorway opposite you. Slow things down with Tequila Time so the thug has to crawl through virtual molasses to get to you. After blasting him, revert to normal time and look behind you.





Shatter the weakened door with your pistols. A box of grenades is on the floor just beyond the door. And if you peek through the cracks in the door to the right, you see a red paper crane. Blow open the door and take the crane so you can use another Tequila Bomb.



As you exit
the apartment,
dive to get the
drop on the
shooter next
to the stairs.
After he's down,
peek behind the
balusters to spot
another paper



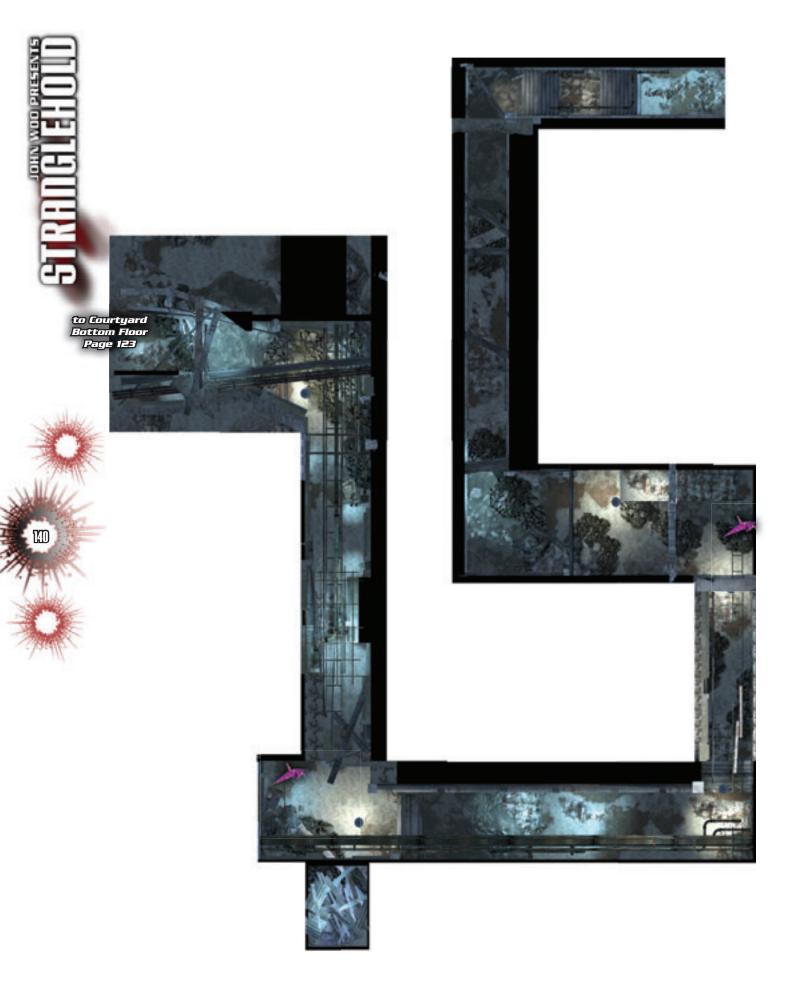




When you reach the bottom floor of the courtyard, several enemies will rush out of the doors on either side of you. Some of

these enemies are knife-wielding crazies with a death wish. They behave exactly like the Butchers of the Russian Mafia, so avoid getting close at any cost.





When the courtyard goes quiet, step through the door behind the two dead riflemen and move through a series of service corridors. Pick up the paper crane behind the sheet metal at the edge of the waterlogged hall and keep moving until you reach another thin wooden door.









See that thug moving between the cracks in the door? Open fire, shattering both the door and the suspect at the same time.

Hold when you reach a wall of water. Take refuge at the cornerstone next to the water and watch the reflections in the glassy sheet. Gangsters in the next room are heading your way. Swing out and blast away at the first gangster. It's hard to see the rest of the crew through the





cascading water, so use Tequila Time to slow things down. Move your target cursor across the door—when it turns red, pull the trigger.

Debris Field

Map on Next Page



You're running late for the meeting with Yung and Wong and there's still an entire section of the slums that you must fight your way through. As you approach the hole in the building that spills out in the debris field, get ready for a monster firefight. Using cover is the key to success and survival. You must make yourself a small target, drawing the thugs to you so you can deal with them on your own terms.

Drop down and take cover behind the cargo container in the debris field. When you peek around the edge of the container, four or five muzzle flashes blink in the downpour. A gaggle of gangsters is just waiting for you to step into the open. Instead of targeting the





thugs individually and wasting half a clip, shoot the yellow chevrons above their heads. Shatter the board to drop not only a paper crane to the ground, but also a pair of explosive drums. Shoot the drums on the ground and blow the entire crew off their feet.









When the criminals are down, start running across the open debris field. Look out for a shooter in the window to the west. Stop when you have a clean shot and use Precision Aim to zero in the target.



Running low on ammunition? An assault rifle and paper crane care package waits behind the steel plates next to the tower in the debris field.







Another shooter is positioned in the third window above the spot where you took out the first crew.



Take cover and peek into the next area. A paper crane on a ledge across the way is held up by a rickety board. Shoot the chevrons to make the crane drop.

Don't even try to grab that paper crane just yet. As soon as you step into the next section of the debris field, the place turns into a war zone. Dozens of bullet trails streak through the rain. A sniper laser sweeps the ground. You must use cover to mount a counterattack,





but don't use the stone wall to the right. Time and lack of care have left it weak and the barrage of bullets from the gangsters will blast it to pieces. Stick to the brick pillars—they last longer. Now you can poke your head out and return fire at the small army waiting for you.

After the second building is detonated, the next batch of enemies can be rough. However, the Barrage Tequila Bomb is a great way to carve up the Dragon Claw guarding your goal. If your aim is right, you can take out a good portion of this wave of enemies as well as the sneaky sniper, all in a single Barrage volley.

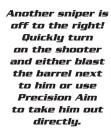
You have to get rid of that sniper if you want to advance. After fighting off the regular shooters on the ground level, break out of your cover position and move up until you can actually see the sniper. Quickly initiate Precision Aim. Either nail the sniper in the chest or shoot the



exploding barrel next to him.



Every move you make deeper into the slums is met with resistance.
Whenever you see a muzzle flash, dive to avoid the bullets and then return fire.







The next section of the debris field is filled with old brick walls—perfect for temporary cover, but don't get too comfortable. The

amount of firepower on the other end of this area can shatter your cover within four or five seconds. The good news is there's always another wall to hide behind, so use them for cover as you advance into enemy territory. Watch for muzzle flashes in the dark to spot shooters that you might not otherwise see.



A dangerous gang member is in the parking garage on the left side of the field about five stories up. He has a rocket launcher, so make him a priority target. Step into the clear and immediately engage Precision Aim. After blasting him out of his perch, fall back to cover. When the

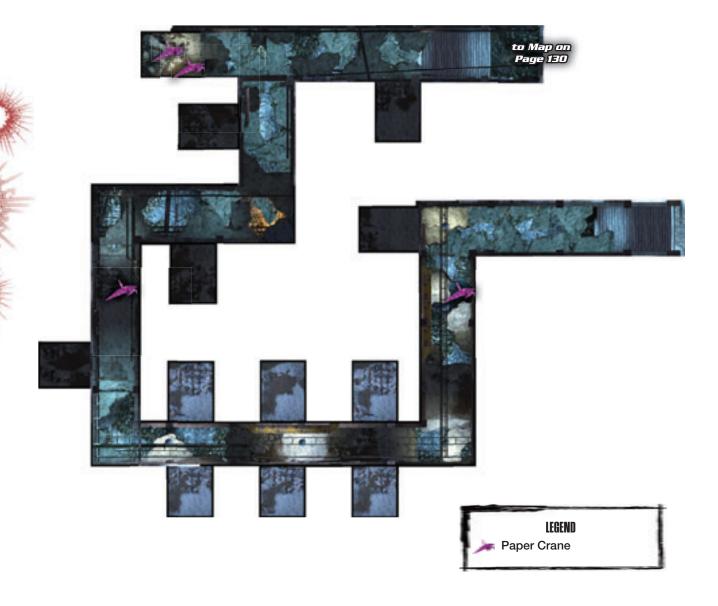


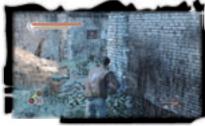


coast is clear, move up and get ready for another wave of suspects.



If you have Tequila Time set on automatic, you can also spot enemies while diving. Any time the screen goes sepia, you know there is an enemy somewhere in the direction you are pointing your gun.







Look for a first aid kit just inside a crumbling brick wall-that marks the way out. Grab the extra health and then turn down the dark tunnel. There are two ways to pass through this area. You can either simply run down the stairs and trudge through the water, or nimbly

cross the fragile ceiling. The low road is the easiest, but you'll miss some great weapon pick-ups, such as the golden pistols behind the splinter door at the end of this hall.

If you fall at any point along the way, you can try again. So, if you fall, go back to the start of this section, and try again. With persistence, you should be able to net this achievement—Stay Ory.





Stick to the walls as much as possible, seeking out solid ground whenever it's visible. Dive over the holes in the ceiling. Whenever you must step on a particularly weak-looking piece of ceiling, keep moving and don't stop. The concrete buckles under your weight. If you aren't quick

about it, you'll end up in the drink below.



Xbox 360 owners: If you can cross this sewer area and not get your feet wet, you earn an achievement.

Condemned







You're behind schedule-Yung is about to meet with Wong, leaving Teko's life hanging in the balance. You must push through the final area of the slums to crash the trade in time. The final area is grossly overpopulated with thugs and cretins of every shape and size. In front of you in a shattered room of debris and old





wrecks rusting in the torrential downpour. To the right are the remains of a collapsed building. The naked floors host snipers that sweep the scene with their telltale red lasers. You must eliminate those snipers if you want to cross the area and reach Yung.



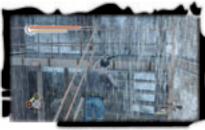


Push into the building in front of you, diving between the cars and pillars while taking aim at the hoodlums that crawl out of every corner. Pick up the paper cranes and first aid kits along the back wall to replenish your strength and earn additional Tequila Bombs. If you can fill the

gauge, a Spin Attack is devastating. However, you might be better off just using the Health Boosts to stay alive or Precision Aim to pick off snipers.



There are enough Paper Cranes in this area to pull off a Barrage or Spin Attack Tequila Bomb. If you can hold off on using Health Boost, wait until you get in the middle of the chaos and use one of those powerful tequila Bombs to even the score.



Just when you think that all looks quiet, the bunker explodes with action literally! Not only are there several ruffians with heavy

machine guns inside the bunker, but you also have two rocket launcher enemies to deal with at the same time. A Spin Attack will make short work of this final push of enemies. If you do not have enough power saved up, look for environmental hazards to drop on the unsuspecting rocket launcher goons. Once the rocket launchers are disposed of, the door will open and any Dragon Claw troops remaining in the bunker will come out and stand their ground. Don't let this final wave get you!



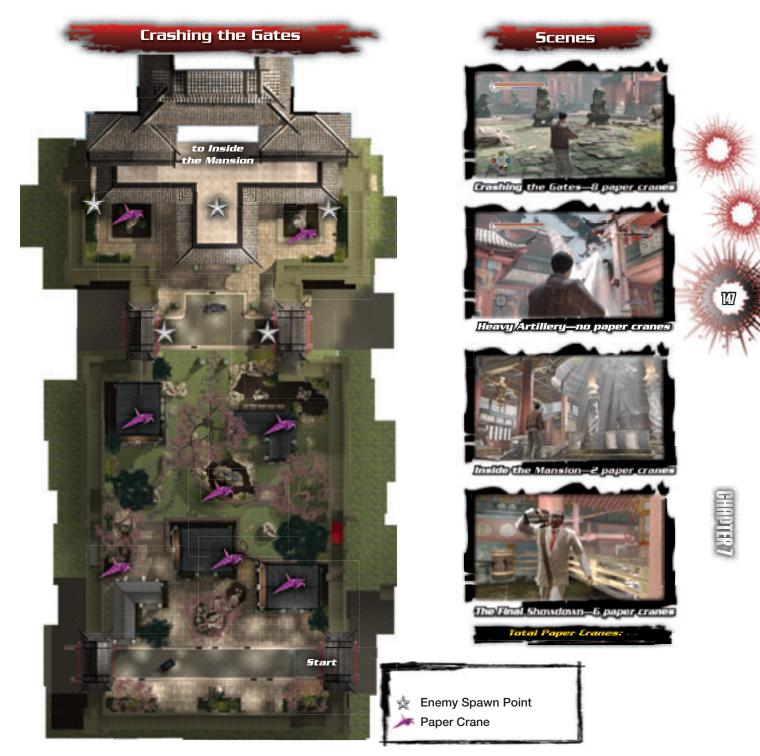
Tequila is late for the meeting, leaving Yung no choice but go deal with Wong personally. The elder gangster doesn't like Yung's tone when Yung brings up the murder of Billie and questions the old man's so-called devotion to honor. Tequila finally arrives to the deal, surprising Wong. In the ensuing gun battle, Yung is riddled with bullets, ending Golden Kane's hopes for Hong Kong. With Wong's giant bodyguard keeping Tequila busy, the boss steals away with Teko to his palatial estate.



Wong's Estate



Wong and Dapang have retreated to Wong's opulent Estate. Wong pulls out all the stops in his final attempt to stop Tequila from ending his reign over Hong Kong.



STREINER FOUN

As soon as Tequila bails out of his car. seek immediate cover. Two thugs are perched on top of the outer gates-and they aren't strapped with peashooters. The shooter on the right has a heavy machine gun (notice the purple tracers), and if that weren't bad enough, the





gangster on the left packs a rocket launcher. If you don't get rid of those two goons, you'll never make it across the driveway. After avoiding a rocket attack, step out and use Precision Aim to nail each target.



You cannot wait forever, though, because a criminal crew is fanning out across the gardens to the right. They see you pinned down behind the rocks and try to flank you. Hit those shooters on the gatehouse fast so you can cut off the advancing thugs before they reach the driveway.

When the shooters on the gatehouse are gone, rush the garden and take the fight to Wong's men. Dive beneath the cherry blossoms, launching a



frontal assault on his strike teams. If you push hard, you can fight this battle on your terms.



Look for a paper crane in the pools to the right. Jump into the water and swipe the crane. The wall of the pool actually protects half of your body.



Wong's crews are holed up in the garden houses. Never take your eyes off an open window for very long, lest a gunman get the

drop on you. Nobody in the garden plays defense—this is no time for calculated attacks. Wong is under attack and each bodyguard is thinking if he can be the one to bring down the cop who just won't die, who knows what delights are in store?

Watch
for snipers
positioned around
the garden's
perimeter. Use
their tracers
and bullet
trails to track



their positions. If you can spare a Tequila Bomb, use Precision Aim to knock them off the walls. Otherwise, jump into Tequila Time and steady your aim.







The houses aren't just full of gunmen-they are treasure troves of replacement weapons, paper cranes, and first aid kits. Plus, they are good places to take a breather and let your Tequila Time refill. Kick open or shoot down the doors and then perform a clean sweep of each room. Depending on the resistance you receive on the grounds-which should be substantial-some of the houses might already be empty.





You can't possibly run out of ammunition in the garden. The houses are like mini arsenals, loaded with rifles and shotguns.

Every weapon in the game can be found in the garden, so take your pick. Like close-quarters combat? Then drop those submachine guns and grab a shotgun. Juiced with a little Tequila Time, you can saw a whole squad in half with a shotgun.

Anytime you see a laser, prioritize that target.





You can ill-afford to take out very many men in the garden without pulling off stylish kills at the same time. You need to recharge those Tequila Bombs as soon as possible.

This guy brought
a knife to a
gunfight? Oh
wait—he brought
eight knives
to a gunfight.
The blades
spread out over
distance, so step
between them to



avoid damage while taking aim at the thug. You can also shoot the knives out of the air.



The goal is to breach the mansion, so keep pushing through the garden en route to the massive red doors. As

you advance up the steps leading to the top landing, watch out for more shooters tucked in the houses above you. Look for tracers and then follow them to their source. Target the guys with heavy machine guns right away—not only do those rounds cut your health bar to pieces, you want to pick up one of those handheld cannons for your own use.

Beware of blind corners as you press toward the mansion. Gangsters step out from behind trees and walls, hoping for the



element of surprise. Stairs are particularly dangerous because the creeps have a serious height advantage over you. While you're swinging your crosshairs up to their chest, they've already drawn on your head.

The pools in Wong's gardens run red with blood—specially the blood of this knife-wielding warrior that tries to cut you down on the top landing.





Overwhelmed?
The Barrage
Tequila Bomb is
a real lifesaver
if too many
gangsters spread
out or you find
yourself low on
ammunition.





The house to the left of the mansion doors on the topmost landing is stocked with assault rifles, grenades, first aid kits, and a rocket launcher.

Don't relax when you finally reach the mansion doors. This party is far from winding down-and the two snipers next to the lions statues have rifles that painfully chisel away at your health bar. Take cover behind the boulders and wait for the perfect opportunity to step out





and use Precision Aim to eliminate the snipers.



When the snipers are dead, rush the door. Use cover opportunities to reach the front steps and then dive toward the advancing

gunmen. Tequila Time keeps the thugs from making their shots. You must make sure these are stylish kills because you need Tequila Bombs to survive the next ordeal at the mansion doors.



You have only two shots per launcher, so make them count. Step out into the open when the helicopter slows. Look up and take your shot, blasting the chopper's underbelly.

Heavy Artillery—Boss Battle



mansion grounds, announcing its presence with a hail of bullets from its turret. This helicopter is fast and nimble, able to cut sharp corners and drop down to pick you off when you hide under low cover. The only way you're getting through

A helicopter screams over the

those mansion doors is if you take out the military-grade chopper first, so fall back into a cover position and get ready to mount a ground-to-air assault.

If you exhaust your supply of rockets, the next best tool is the heavy machine gun. Its rounds pierce the chopper's armor like bolts of lightning. Dive across the courtyard to get a clean shot at the chopper.





The perfect solution for all your helicopterrelated blues: a rocket launcher. A few launchers are in the nearby houses, such as the rear-left one. Break across the garden while the helicopter swings around for another pass. Dive into a house and grab the necessary hardware to blast

that chopper out of the sky.





When the pilot lowers the helicopter to set up a shot, hit the Tequila Time and unload the entire clip into the chopper's nose. If you have enough style to pull off the Barrage Tequila Bomb, you're golden. Just unload the uninterrupted spray into the chopper and watch it crash through the front doors of Wong's mansion.



Inside the Mansion

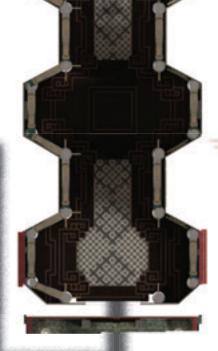
After stepping over the wreckage of the chopper, Tequila finally enters the mansion. It's time for the end game to put a stop to Wong's reign over the Hong Kong underground and save Teko before Tequila loses the only thing he cares about. His badge? Keep it. Revenge? That's a sucker's game where everybody loses. This is about holding onto the last shred of family he has left, his last chance for redemption. And if Wong happens to get killed in the process, then so be it







To prepare for your battle with Wong, explore the huge foyer. There are racks of spare guns, first aid kits, and paper cranes in the cavernous chamber. Check the corners for prizes, and don't overlook the paper crane submerged in the pool beneath the statue's feet.



to Wong's

Chambers







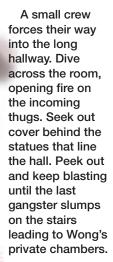


When you're finally ready to put an end to this, head through the

doors behind the statue.



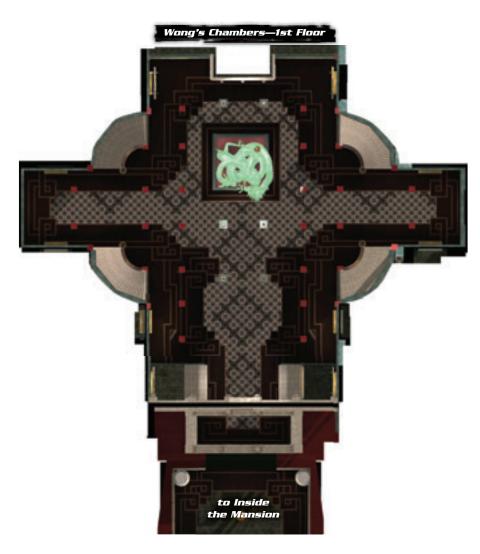
After you dispatch the thugs, check the walls for guns and first aid kits. Refill your stocks and then climb the stairs. Four more mobsters burst through the doors at the top just as you reach the landing, so dive the second you see them coming. As you soar through the

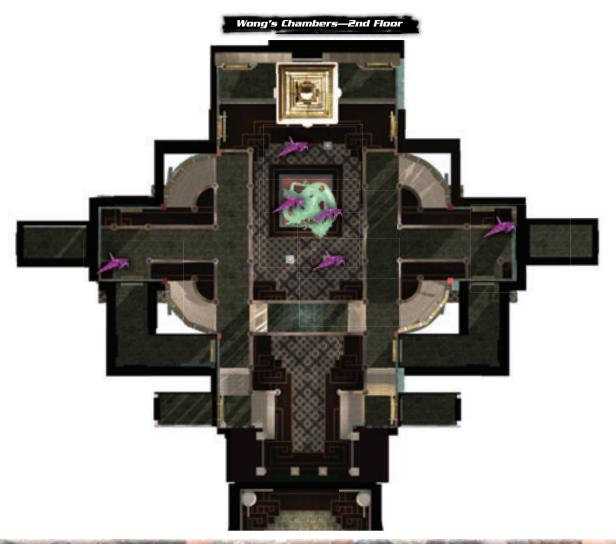




air, turn around and blow them away. Pick yourself up and then walk through the open doors to bask in the splendor of an incredible jade dragon.









As you enter the room, Wong and his bodyguard Dapang, show their hand. They have Teko at gunpoint. Wong wants to make a deal with Tequila. He will release Teko on one condition—they both leave Hong Kong, never to return. Too much blood has been shed and it's time to return order to the criminal underworld, lest Dragon Claw lose its grip on Hong Kong for good. Tequila makes the deal, but Wong wastes no time engineering a double cross. Just as he's about to murder Teko, the girl courageously turns on her captor. She kicks Dapang and flees for her life, but not before Wong grazes her arm with a bullet.



Wong only engaged Tequila in conversation long enough for his men to sneak up and surround him. Now that the time for talk is over, Tequila finds himself in the center of a small army. Tequila has never been in a standoff against this many men, but if he wants to save Teko and stop Wong, he must outmaneuver these goons. This is the longest and fastest standoff in the game, so steel your nerves for a lightning round. You have only a second or two for each solider in this dizzying fight....





- 1. There are actually too many thugs to take down in this standoff-your main goal is simply to thin the herd so when the shooting stops, you have fewer goons to contend with. Blast this first shooter as soon as he pops up.
- 2. Wheel around and try to shoot this henchman behind the pillar.



3. As soon as you whip around to face the third shooter, dodge his incoming fire and put one in his chest.



4. Wham-it's back to the pillars and another thug. He's off to the right, so dodge while sweeping your crosshairs across the screen.



5. Swivel around to face a goon next to the jade dragon. He's on the other side of the screen, so move your crosshairs the moment Tequila pivots into position.



6. Bring the crosshairs back to the right to knock this guy into the priceless vase behind him.





- 7. At some point, you must start ducking bullets to survive the encounter. You can never hit all three of these guys, so pick one and just dodge the other shooter's bullets.
- 8. When you swing around to pop this guy, you get an eyeful of a first aid kit and replacement shotguns against the wall.



9. Snap back to the trio of shooters. Aim for the thug on the left since he's closest to the center of the screen.





10. The standoff eventually draws to a close when you come face to face with this cat. He must have a death wish to stand so close to you.

The Final Showdown—Boss Battle





As soon as the standoff ends, the final battle begins. You must contend not only with Wong, but also with his enforcer, the enormous Dapang, a thug so big that Tequila jokes he deserves his own street address. Wong doesn't get personally involved in the fight; he prefers the rarified air of his sniper perch while watching the last dregs of his personal army surround Tequila. Dapang, on the other hand, is more hands-on. After surviving several waves of thugs, the bodyguard enters the fray armed with two shotguns. Dapang is a formidable foe, but his girth makes him a large target, so take advantage of that whenever possible. To rescue Teko, you must eliminate both bosses.



Wong's men number in the dozens, but don't see them as a threat—see them as a source for Tequila Bombs instead. You can



not defeat Wong and Dapang without using at least Precision Aim, so you must rack up a constant stream of style points to keep that gauge full. As soon as the fight begins, dive around the base of the jade dragon and finish off the goons you weren't able to flatten in the standoff. After that wave is down, a replacement squad filters into the chamber.





As much as you need to bank Tequila Bombs, if Wong's men start to overwhelm you, fight them off with either Barrage or Spin Attack. Spin

Attack consumes a lot of the gauge, but it does eliminate every foot soldier in the room. The Tequila Bomb also slices off a chunk of Wong and Dapang's health bars. (Added bonus: It just looks *cool*.)







After depleting your Tequila Bomb gauge, you need to seek out a quick refill. Paper cranes are on the second floor positioned on the railings, under the chandeliers, and on the back of the jade dragon.





As soon as Wong disappears,
Dapang comes out to play. The hulk jumps from the second level to the ground floor. He



brandishes twin shotguns that are positively devastating. Don't be caught staring down the barrel of those guns; use Tequila Time whenever you confront Dapang. The brute is slow enough as it is, but with Tequila Time, he's downright glacial.





After you push back a few waves of his elite guards, Wong steps out onto the balcony and steadies his sniper rifle on the railing. The red laser pierces the room, seeking out a target. Move fast to avoid his shots-that gun has deadly stopping power. Dive out of the way of the rifle if

you're on the ground floor or swing from the chandelier if you're upstairs.



Dapang rarely travels alone—he's usually flanked by some of Wong's thugs. As soon as you have a chance to take a

shot at Dapang, go for it. You need to eliminate him as soon as possible, so get aggressive. Dive toward him, emptying your weapons into his head and fat chest.



The best weapons to use against Dapang are the shotgun at close range or the heavy machine gun.





You can either shoot Wong with your regular weapons (while hanging from the chandelier, for example), but it's better to use Precision Aim against the boss. Wong has no body armor, so a direct hit with Precision Aim does considerable damage. You need to push Wong's

health to the 50-percent line. As soon as you do, the boss retreats from the balcony. While he skulks away, open fire with a few parting shots.

Wong retreats twice and attacks three times before Dapang appears.



Use Barrage so you can rush Dapang and fill him with lead without worrying about your ammo or health.

Keep both ears open for the drumbeat that signals the end of Barrage because you cannot get caught on the receiving end of his shotguns.







When you have Dapang on the ropes, go for broke. Hit Tequila Time and lunge for the monster, cutting his health bar with direct hits to his face and chest.





After Wong sees Dapang go down, the boss has no choice but to come back out onto the balcony and try to eliminate you with his sniper rifle again. That red laser is your saving grace because it always tells you where to avoid being. However, watch out for Wong's

guards to block your flight from the laser. If you get stuck in a crowd and see the laser settle on your back, use Tequila Time and dive out of the way.





After blasting free of Wong's crew, turn your attention back to Wong. Finish him off with Precision Aim. Slide the crosshairs over his face, wait until you see it blink red, and then squeeze the trigger. Your bullet rips through the air, sending the boss crumpling to the floor in a bloody heap. Dragon Claw finally releases its grip on Hong Kong.



Wait—how did Wong survive that direct hit? The boss pulls himself to his feet one last time, putting all of his weight on the sniper rifle. Before Tequila can react, Wong has him dead to rights. But then Tequila's face registers surprise instead of dread. Teko rises up behind Wong and pushes him over the railing. His limp body shatters on the floor below, a halo of blood leaking from his head.

Teko rushes downstairs to meet Tequila—her father. This is a union eighteen years in the making, and Tequila is determined never to lose her again. Just in time to mop up the mess, Lee arrives at Wong's estate. While he may not agree with Tequila's methods, he certainly approves of the results. Lee hands Tequila his badge back, but Tequila wants nothing to do with it. He has so much lost time to make up. He's no longer the man with nothing to lose.







Stranglehold offers a full-feature online multiplayer component, complete with deathmatch and team deathmatch games for accomplished and novice gunfighters. Apply everything you've learned by hitting the streets of Hong Kong to the multiplayer game: throw yourself to the ground in a dive, teeter on banisters to pull off artful shots, and grab the hottest firepower to overwhelm the competition.

There are seven multiplayer maps in *Stranglehold*—each is based on a location from the single-player game. You'll shoot it out in the teahouse, tear up the dinosaur exhibit from the museum, lay waste to the penthouse suite, and more.



The layouts of the multiplayer maps are very close to those from the single-player game.



When you get online from the main menu, choose whether you want to play a quick match or a custom match. A quick match

sends you to the best possible match, taking player skill and connection speed into account. A custom match allows you to seek out specific games, based on game type, or a ranked match. Ranked matches chart your performance, allowing you to compare your skills to players across the country.

CREATE MATCH

Want to set up your own game to your own tastes? Choose create match and set the parameters for play. Choose whether you want



a ranked match, pick between deathmatch and team deathmatch, and the set up any desired private slots for friends to join. After you assemble your staging room, you have the following game choices:

- Map
- · Duration of match
- Kill limit

When you finish creating your match, you go online and meet other players who accept your invitations or search criteria.

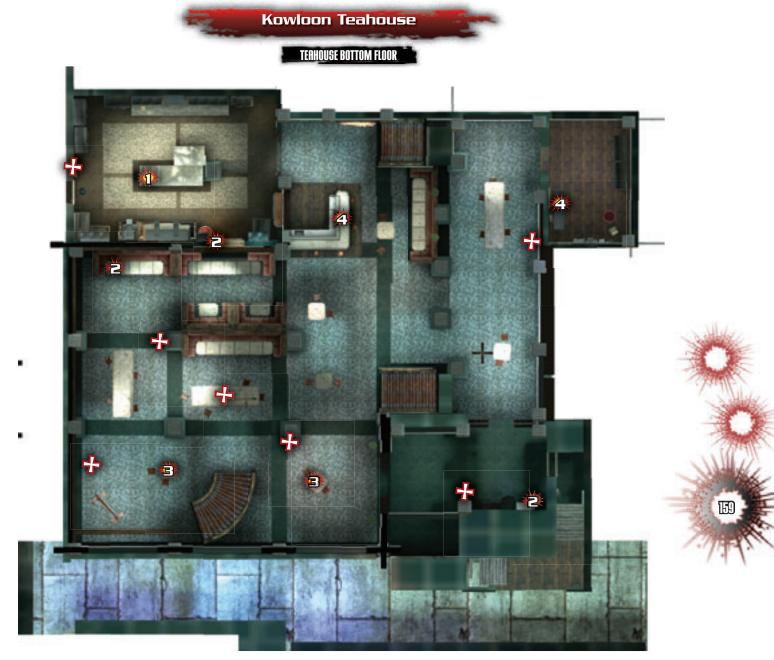
Multiplayer Strategies

Online players can mix it up on seven different maps, blasting each other with Tequila Time-infused cool moves and some pretty impressive firepower. To succeed in online deathmatches, though, you must use what you learn from the single-player game: Tequila Bomb usage, cover techniques, stylish moves, and weapon preferences.

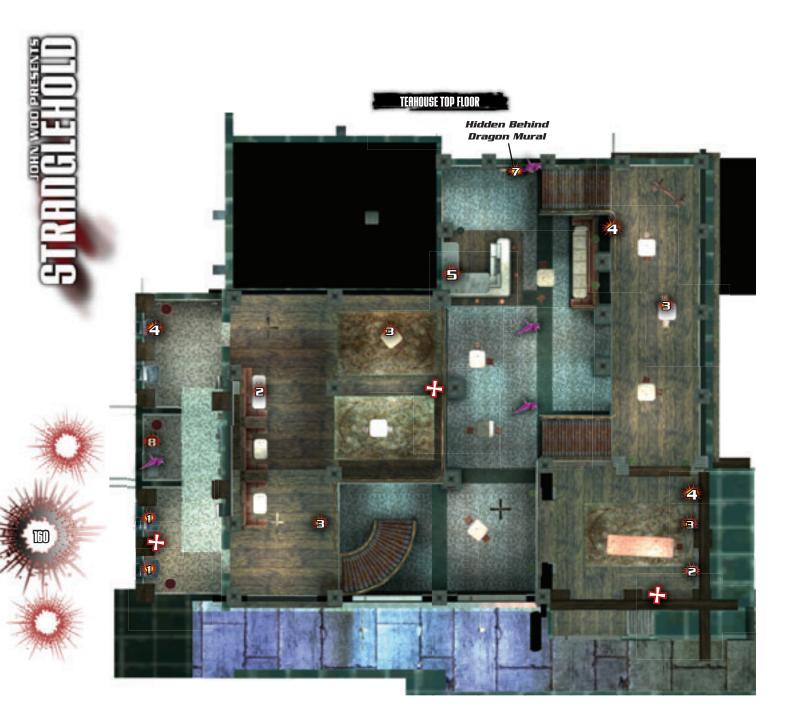
Each of the seven maps is covered with weapon pick-ups and paper cranes for you to swipe and use against your opponents. However, the most powerful weapons are typically placed in hard-to-reach spots, such as under laser tripwires or on top of ledges that leave you woefully exposed. Making these grabs, though, might be worth the effort. Nabbing the golden pistols makes you a one-hit killing machine, able to dispense serious death with a trigger pull. In ranked matches, having weapons like the golden pistols or the vicious heavy machine gun (another often-tough grab) could make the difference between escalating the charts and dropping like a stone.

In the multiplayer game, you have access to all four Tequila Bombs, but you must scramble for those paper cranes to keep the gauge full. Because paper cranes are a finite resource and other players are competing for the same cranes, you must be choosy about how you use your Tequila Bombs. Do you wade into the thick of battle and then let loose with Barrage, or try out Precision Aim on the camper you just spotted on the other side of the map?















The Kowloon Teahouse is based on the Kwong Fang arena at the end of the first chapter. The two-tiered joint is now devoid of customers, but a copious amount of weapons has taken their place. The teahouse is full of cover opportunities, from crouching behind booths and overturned tables, to seeking out sniper positions in the second-floor rooms. The teahouse offers a couple of new routes that were closed off in the single-player game. Two hallways extend beyond the teahouse, allowing you to run from one side to the other. These new spaces offer extra real estate to paint crimson, as well as to hide and recover spent Tequila Time.



The heavy machine gun starts with fewer bullets in multiplayer than it does in the single-player campaign. The heavy machine gun has only 45 starting rounds, but that's still enough to score some pretty devastating kills.

BEST WEAPONS

The heavy machine gun is one of the most coveted weapons on the Teahouse map. It's located on a small ledge above the bar in the middle of the



first floor. To access the heavy machine gun, you must head upstairs (via the straight staircase, not the curved one) and jump on the banister.



Pick up a box of frag grenades on the shelf in the second floor washroom. Throw one of these at any player hiding in a small space to do massive damage.

Another box of frag grenades is in the kitchen on the counter next to the pig.





Check out the meeting room on the second floor for a sweet cache of weapons. Three cases are in the room. From left to right, you find an

assault rifle, shotgun, and twin submachine guns. This room is also a good sniper post, so stick around.

BEST COVER



The teahouse's second floor has several corners and posts where you can hide and scan the room for possible targets. From the posts, you can survey the stairs, the lanterns, and anybody crossing the balcony in search of first aid kits and extra weapons.



Downstairs, seek cover behind the bar in the center of the room. You can't completely hide your profile, but if you crouch

down, you're a pretty hard target to spot. The assault rifle on the bar should bring some heavy traffic your way, and from this position you can dive out and pop other players. Just be careful a player in the kitchen doesn't spot you through the service window.





The storeroom and side corridors downstairs also present good cover opportunities. From the corners you can peer out across

the entire bottom floor. You must look out for other players coming down the halls that are connected, but if you can clear out a storeroom with only one door, you're in good shape to make a stand against the competition.



The prep counter inside the kitchen also offers excellent cover, letting you watch both service windows and the door.



Remember, staying covered means you can watch only behind you and to each side. You are completely blind to anybody walking up in front of you.

MAP-SPECIFIC TIPS

The second-floor room with the three gun cases is also an excellent sniper vantage point. You can stand up there and peek out the windows, picking off players with Precision Aim or direct shots if you can't spare the Tequila Bombs. If you are playing team deathmatch, you definitely





want another player to guard the door, because you're a sitting duck while looking out the window for possible targets.





The kitchen serves as a good chokepoint. There is only the one door into the room, although players can dive through the two service windows. The kitchen has a few weapons, such as pistols, grenades, and a shotgun. The shotgun is an especially useful weapon because

you can saw through players as they try to push through the door.

If you need to escape the kitchen-maybe somebody chucked a grenade through the door, for example-you can dive out the service windows. The window on the right leads to the dining area. The left window drops you right behind the bar, placing you





immediately behind cover. You can also use Precision Aim to target enemies through the service windows.







Check out the sinks in the second-story washroom—free pistols and a first aid kit!

Visit the storeroom off the main floor for an assault rifle.





The Golden Dragon carving hides the only gold gun in this room (it spawns after 60 or 90 seconds from match start. You can only get it by doing a wall spring to get high enough to touch it.



The curved stairs are another chokepoint on this map. Many players use the banister to move quickly between the two floors. Sliding down the banister is much faster than running down the stairs, but it limits movement, so be mindful of your surroundings. You can also hide under the stairs, crouching in the shadows to pick off players heading for or exiting the stairs.

Tai O Drug Labs

TEAHOUSE BOTTOM FLOOR



STRRING FIOUR



The Tai O Drug Labs are based on the single-player game's stilt cities you must clear out to shut down Golden Kane's narcotics production. The stilt city offers players ample room to run and gun and blast each other over water lanes. The different sections of the stilt city are connected with narrow wooden bridges or ziplines. The ziplines often grant access to paper cranes and great weapons, but understand that if you use them, you are wholly visible to every single player on the map. The shacks that dot the map are filled with drug tables, which serve as makeshift bombs that can be detonated with a single, well-placed shot. Check your surroundings before crouching for cover—you must find yourself standing right next to a drug table, offering yourself up to your opponents as an easy kill.

BEST WEAPONS



The golden pistol is dangling underneath a zipline, accessible from the outskirts of the map. You have to take a risk when going

for the golden pistol, though, as hanging by a thread leaves you, well, hanging by a thread. Grab the pistol, but dismount as soon as your feet pass over the second walkway under the zipline. The heavy machine gun is nearby, too. Get onto the roof of another shack, which you can climb by breaking a pole and activating a spline to get up it, or take the wide stairs on the south end of the map.

A rocket launcher is on the map's outer edge. You can pick it up by either sliding down the zipline above it or running along the banister



underneath it. Either way, your profile cuts a stark image against the ocean blue, making you easy to spot.

BEST COVER

The shacks in the stilt city all seem like the perfect cover. You can use the windows to peek outside and pop players as they walk along the catwalks or descend ziplines. You can hide under window frames or crouch down behind musty old couches. But don't get too





comfy crouching into any shack....

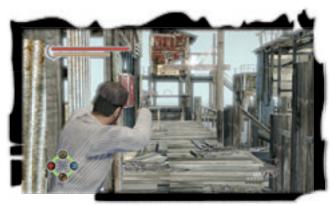
Most of the shacks shelter drug tables-and you know what happens if those things are hit with a stray (or well-aimed) bullet. The explosion rips you apart with no hope for survival. Never take refuge around the drug tables, because they are all easily visible from

windows. Another





enterprising player can see you entering the shack and then use Precision Aim to detonate a table from a safe distance. You'll be incinerated.



After a drug table has been popped, it's gone—it does not regenerate. You can then safely hide at the corners of the shacks.

MAP-SPECIFIC TIPS

The rocket launcher is a great weapon to have-especially when it's used in conjunction with a drug table. If you pop a table with just a regular bullet, just the table is destroyed. However, if you put a rocket through the window of a shack with drug tables, the resulting





fireball is so intense it splinters the entire shack-and anybody inside or next to it.





Many paper cranes dangle from the ziplines, so if you need a fast Tequila Bomb fix, you have to start sliding. As mentioned, the ziplines leave you

vulnerable to getting shot, but the risk could be worth it if you land on two feet and bust open a Barrage.



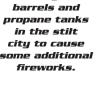
Use Precision Aim to demolish the drug tables, creating a fireball with intense splash damage.

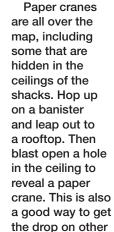






Use the yellow barrels and propane tanks in the stilt city to cause fireworks.



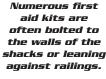


players shacking

up in the shacks.















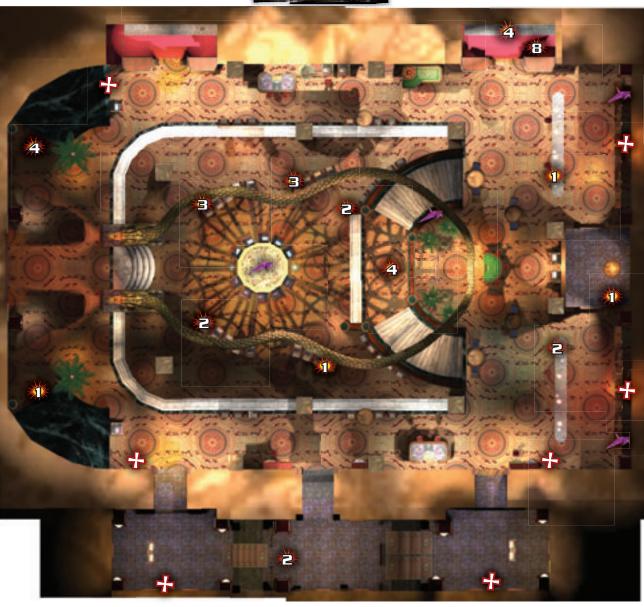
You must use the banisters in this map quite often. Not only do you need to jump up on them to reach rooftops and ziplines, but



they are quick ways to move between the main level and the catwalks, as well as access the corners of the map that are not connected by regular walkways.

Golden Dragon Casino

CASINO BOTTOM FLOOR











Mega's casino provides the setting for the Golden Dragon Casino multiplayer map. The casino is loaded with cover opportunities such as card tables, banks of slot machines, and corner bars. The gilded dragons that circle the casino are loaded with goodies like paper cranes and guns, plus they offer a fast way to get off the ground and avoid foot traffic on the casino's main floor. Two hallways run parallel to the length of the casino main floor; each is stocked with weapons and slot machines for cover. The upstairs balcony lets you leap to hanging lanterns and artfully rain down a stream of fire on first-floor players, as well as quickly cross the map. This map is busy, full of lights and sound, sometimes allowing players to blend in with the environment.







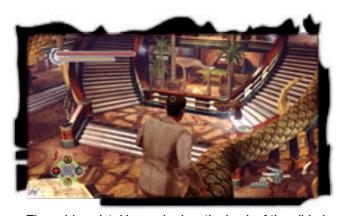
The heavy machine gun, a weapon that cuts opponents to ribbons, is dangling in the center of the casino scene, right between two lanterns. To get the heavy MG, you have to mount the dragon, jump off and land on the center pedestal, then stand up.Expect

to be a popular person now, as other players will gun for you to get it and you'll drop the heavy machine gun if you're shot.





The rocket launcher is between two lanterns, but grabbing it requires a leap of faith. When you leap off the balcony, you sail through the air and pick up the coveted launcher, but you also crash right into the middle of the room, completely exposed.



The golden pistol is perched on the back of the gilded dragons that circle the balcony. Run the lengths of the dragons' backs to grab the pistol and then make yourself scarce. Find a safe place (or if you're daring, head into the thick of it) and enjoy those one-hit kills.

BEST COVER

The casino features many cover opportunities, such as ducking behind bars and tables, and going flat against the back of a slot machine.



Crouch down behind the bars to escape detection.





The doors that lead off to the side halls are perfect spots for slamming into cover. From these points, you can look down the length of the casino for incoming opponents.

MAP-SPECIFIC TIPS



The casino is loaded with paper cranes and first aid kits. Because this is such a great map for using Tequila Bombs like Barrage, you definitely want to be on top of those paper cranes, scooping them up before your opponents do. Several paper cranes are near the bars, so head down there if you want to earn some Tequila Bombs. If you jump from the second floor, you can pick up a paper crane before crashing to the ground next to the shelves.

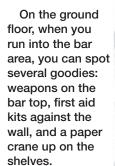
Slot machines make great cover because their metal chassis absorb bullets.





The hallways that flank the casino's main floor are great spots to hang back and seek out players avoiding the gunplay in

the central room. Use the pairs of slot machines at the end of each hall for cover and then peek out. Watch the doors for action and then fire off a few rounds at anybody trying the use the hall.











The gaming tables against the walls don't exactly provide great cover, but you can crouch down and hide behind them. Maybe somebody will miss you as they run by?





To get those paper cranes down, shoot the shelves. The paper cranes fall to the bar.

STRHING FIOUR



Use the dark room between the two bars as cover. Stand against the back wall and monitor both entrances.





The cash cages on the other side of the casino are great places to not only seek paper cranes, but also shoot at other players. You can hide back behind the bars and blast through the empty spaces, or use Precision Aim to peer out and go for a lethal headshot.







This room is glowing with paper cranes. Two are close to the center of the casino: one can be nabbed by jumping off the balcony, the other by diving onto the circular bank of slots.





Low on health? Crouch into one of the first-floor hallways to grab a first aid kit.







primagames.com

STREETH FILLEN



The lounge is tastefully decorated with dozens of aquariums casting a bluish hue over the watering hole. These aquariums

can be blasted open, showering other players with hundreds of gallons of water. Some of the shattered aquariums even drop weapons and paper cranes, so it pays to indulge in a little demolition. The lounge is only one story, so the trick to survival is to always scoop up the best firepower and use the map edges as staging grounds for sniping or hiding while Tequila Time refills. The lounge is also loaded with tables and half-walls, giving you ample cover choices. Hit that cover, wait for the shot, and then add your noise to the symphony of gunfire.

BEST WEAPONS

The one-hit golden pistol is always a crowd favorite, so expect the crowd to seek this lethal weapon as soon as the match begins. You have two chances to score the golden pistol. The pistol is on top of the wooden circle that lines the center stage. Shoot the wood beneath the pistol,





causing it to fall to the floor.





The heavy machine gun is also in the center of the lounge map, crowning the giant statue. Blast the statue head. The heavy machine gun rides the crumbling stone to the floor, allowing you to pick it up and unload it on everybody who is surely right behind you.

BEST COVER







The overturned lounge tables are good temporary cover, but they become splinters in no time, so use them only briefly. You're better off behind the bars in the lounge's corners. The circular bar is the longest of the three, giving you more room to maneuver. Added bonus: there's a paper crane on the bar, plus you can find first aid kits right on the wall.

MAP-SPECIFIC TIPS

There is an ultra-cool trick for blasting other players all the way across the map without warning. To find this primo vantage point, slip



out of the lounge via the doors on either side of the giant aquarium that dominates the room. Run down the hall until you reach the other side of the aquarium.





Shoot out the glass. When the water finishes spilling out on to the floor, you can see all the way across the lounge. With the heavy machine gun or Precision Aim, you can pop an opponent on the other side of the lounge.



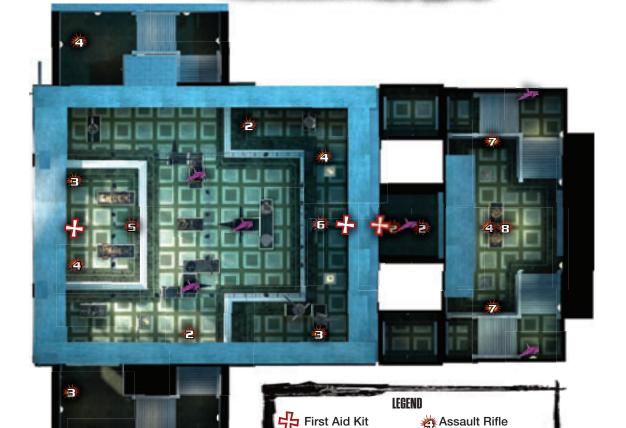


Many of the smaller aquariums around the lounge serve as perches for paper cranes. If you're low on Tequila Bombs, blast open the aquariums. The paper cranes ride the water to the floor where you can pick them up. (Now, perform that Spin Attack and make everybody in the room pay.)

Need more paper cranes? Look up. There are paper cranes on the halo around the statue. Just blast the wood underneath the paper crane and it flutters to the ground.



Totem Pole Gallery



Paper Crane

Submachine Gun

Pistol

Shotgun





Heavy Machine Gun

Rocket Launcher
Golden Pistol

Frag Grenades





The Totem Pole exhibit from the Chicago History Museum serves as one of the multiplayer maps. The looming poles stretch to the ceiling, but if you bring them crashing down, you can find extra paper cranes as well as litter the floor with wooden pieces that can be used for cover. The stairs and corridors outside the main exhibit are chock-full of guns such as assault rifles, so if you're running low on ammunition, move to the map's exterior edges. The darkness makes the glowing paper cranes easy to spot, so expect traffic jams around them—or a sniper lying in wait for said traffic jam.

BEST COVER

You can use almost all the totem poles in the main hall as cover. The wooden poles don't last very long under heavy fire, but they survive longer than most overturned tables. From the poles, you can peek around the room and cover doorways. Just always be mindful





that your front is completely exposed.

77.2

BEST WEAPONS



The two best weapons in the Totem Pole Gallery are still the golden pistol. Fortunately, both can be picked up in the stairwell next to the totem pole room. (There are even two golden pistols—dual wield!) To grab the weapons, you must jump up on the banisters and leap into the air. Pick up the guns before you slam to the ground and then get ready to defend your new possessions.



If you already have two weapons, you actually must make the switch in midair. Be ready for it.





You don't always have to go flush with a totem pole pedestal to seek cover. Even crouching under the giant totems is still a good way to hide.



As the poles are chewed apart by bullets, giant chunks of wood topple to the ground. Crouch down and dash between them to dodge bullets.





cascade to the floor, bringing the paper crane with it. Pick up the crane and then crouch down among the pieces to make yourself small, or engage a Tequila Bomb like Barrage to kill the players who undoubtedly saw you standing out in the middle of the exhibit hall.



Some of the shorter totem poles also have paper cranes on top of them. Fortunately, these don't take as long to blast to the ground, so just unload and pick up your prize.

Paper cranes are found in the stairwell, too. They are impossible to reach (even by diving), so you must blast the lights beneath them. After the glass shatters, the paper crane drops to the floor. You had better get down there fast, though, as

another player





might be at the bottom of the stairs and scoop it up first.



The red first aid kits really stand out against the shadowy gloom of the totem exhibit hall.



Hey, who are these guys?

Although the majority of the action on this map unfolds in the main hall, there are still plenty of reasons to crouch into the side rooms and corridors. For one thing, there's no shortage of weapons back here. Assault rifles, shotguns, pistols-all the good stuff you





need to defend yourself against the horde.

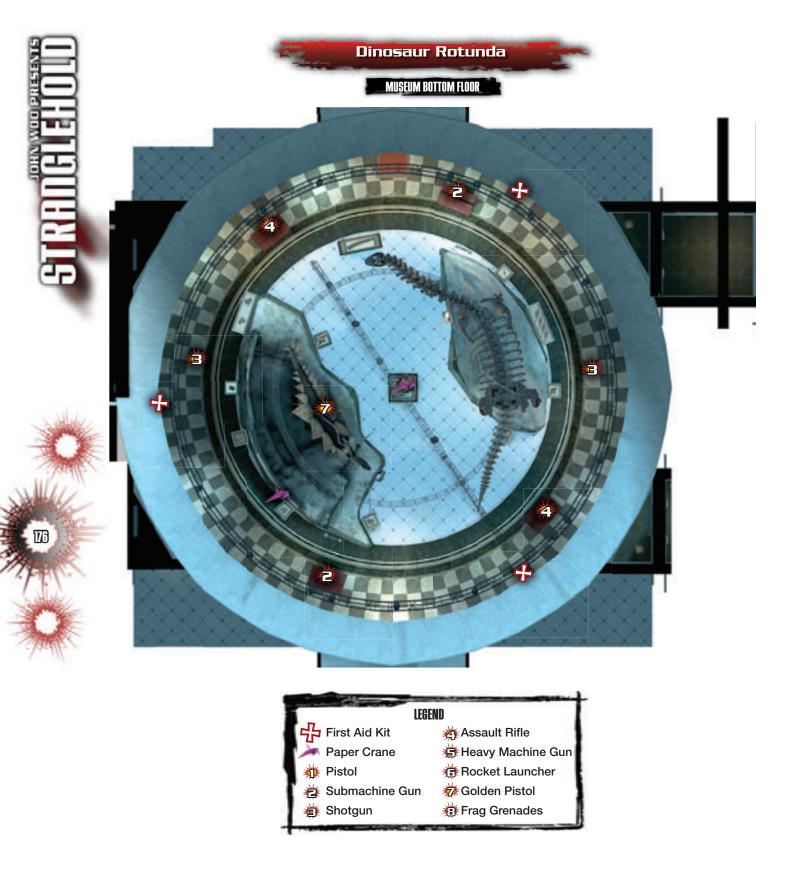


Some of the glass cases contain guns. Blast open the cases to pick up the hardware.



You could shoot the light while standing directly beneath it, but looking straight up means you can't see a foe approaching.











The circular Dinosaur Rotunda is an exciting map with a central room that offers few places to hide but plenty of avenues to run through. The main feature of the room, the giant *Brontosaurus* skeleton, acts as a set of stairs between the two rooms; however, there are real staircases that lead to the second-floor balcony. These short halls and staircases offer several weapons and banisters you can slide down to quickly hit the bottom floor. The scene is littered with weapons, but like other maps, getting the best guns requires a degree of risk. Hopping on the back of a *Stegosaurus* to grab the coveted golden pistol leaves you completely exposed to the entire map.

BEST WEAPONS



Frag grenades are great for clearing small areas or launching a surprise attack from halfway across the map. To pick up your supply of those noisemakers, check below the fire extinguisher in the stairwell connecting the first floor to the upstairs balcony. And, if you see somebody else getting there first, pop that fire extinguisher to shoo them away.



The mighty Stegosaurus guards the golden pistol on this map. To become the man with the golden gun, hitch a ride on the

stego's tail, running between its blades to pick up the hardware. As soon as you nab it, jump down and start destroying opponents with those sweet one-hit kills.

Two excellent weapons are available via the balcony. The rocket launcheralways a crowdpleaser-is nestled underneath one of the two Pterodactyl skeletons. (There's a paper crane under the other.) Jump from the balcony railing to the old flying dino and





then dive to drop to the first floor, or wait until the *Pterodactyl* skeleton swings back and then drop down on the balcony. The heavy machine gun is waiting for you in the middle of the lighting trellis that spans the middle of the map. Dash out to get the gun and then hoof it, as you're totally exposed up there.

BEST COVER

Unexpectedly, the best cover in the entire map is a little sign that shows the layout of the museum. What makes it so special? The sign is metal so opponents can't shoot through it. They may be able to pepper your feet with buckshot, but most of your body is safe. So take





cover at this sign and lean out to look around the room and pick off players that don't have signs of their own.



Don't take cover at a corner with a fire extinguisher. If other players spy your elbow or foot sticking out, they can just pop the fire extinguisher to cause deadly splash damage.

MULTIPLAYER

The dinosaur exhibits in the main room can be used for cover. Either crouch down behind the display cases showing off partially recovered dinosaur skeletons or seek refuge behind the legs of the Stegosaurus model. While crouching down back





there, you can see most of the bottom floor and let the dinosaur's flashy backdrop protect your back.



Be wary of using fossils for cover. Your lower half might be safe, but it takes only a few bullets to vaporize those old bones and



expose the back of your head.

MAP-SPECIFIC TIPS





The massive **Brontosaurus** skeleton in the main hall is a great way to quickly scramble upstairs without worrying about getting caught at a chokepoint. (The stairs can be nasty in here.) At the top of the skeleton, dive to the balcony or seek out a glowing paper crane.

The paper cranes on the displays are too high to grab. Blast the priceless fossils to bring the paper cranes to the floor.





Take advantage of the many first aid kits in the hall—just look at the outer wall on each floor.

The staircase between the two floors is a chokepoint. You can catch many players trying to run upstairs if you hop on a railing and look down. But there's another reason to head up there: a nice cache of frag grenades and a paper crane overlooking the stairs are there.



So you can not only load up on the good stuff, but also immediately put it to good use.



Always slide down banisters. You get style points for unloading on an opponent while balancing on the rail.





You can also hide in the small alcoves flanking the first set of stairs. Look across the room and pick off players as they try to ascend to the balcony.

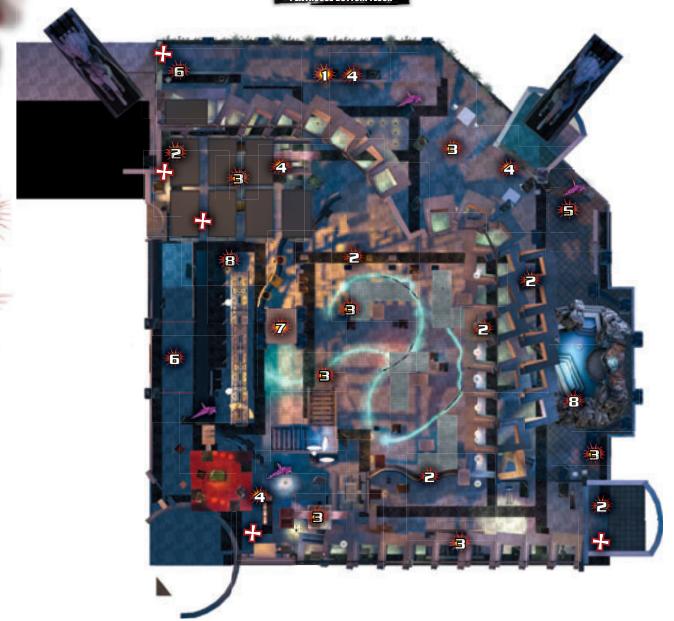


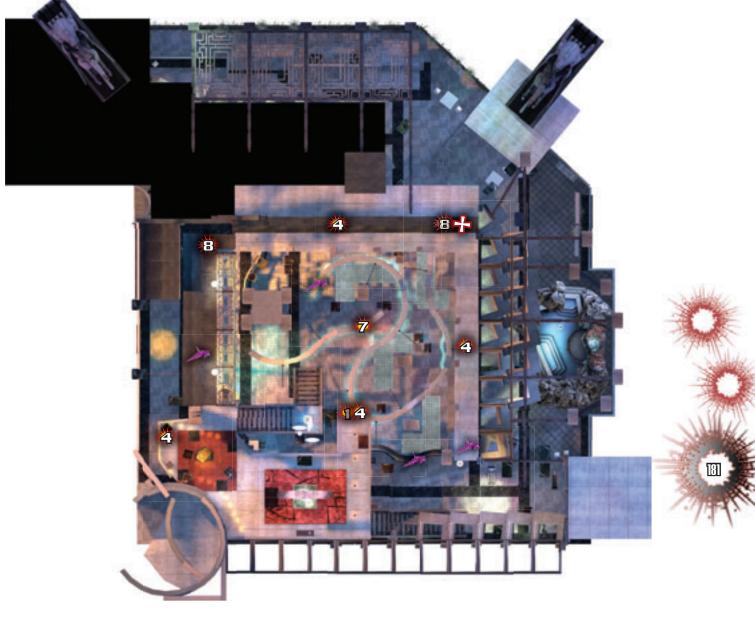


Like in the Totem
Pole Gallery,
some weapons
are encased in
glass. Pop the
glass to pick
up the new
hardware.

Chicago Penthouse

PENTHOUSE BOTTOM FLOOR







MULTIPLAYER





Vlad Zakarov and his flunkies are nowhere to be seen—so it's time for you and your friends to take over their swank Chicago high-rise

lair. The glitzy penthouse stretches in every direction, from an outside balcony to twisting tracks that span the ceiling. Paintings and sculpture decorate the penthouse, providing cover, but like the fossils in the Dinosaur Rotunda, fine art doesn't last long against a hot spray of bullets. Players must also watch out for the laser tripwires in the penthouse. Touching the beams results in instant death, but these lasers can be used as offensive weapons—shooting and pushing opponents into them is a good way to juice your score.

You'll find the heavy machine gun out on the balcony. However, it's completely surrounded by lasers. There are no light fixtures to blast, so you have to use something else to break the lasers and trigger the explosion before going in. Use the table and chairs next to the lasers. Shoot the





chairs into the beams to trip the explosives and then run in to grab the heavy machine gun.

BEST WEAPONS

The Penthouse map has three great weapons, starting with the rocket launcher. The launcher is tucked inside a laser trap. If you



played the Penthouse chapter in the single-player game, you already know how these beams work: if you break the beam, the ground underneath the laser tripwire explodes, instantly killing you. To get the launcher, you must crouch under the beams and snake your way over to the launcher, then crouch your way back out.

BEST COVER

There are many cover opportunities in the penthouse, as there is no shortage of corners to slam into and go flush against. However, there are a few notable spots you should consider checking out—and avoiding.



The bar underneath the staircase is a great place to camp and watch for players going between the two floors. You can

also see the width of the penthouse from here.





The golden pistol is hidden inside the elevator shaft, but it also is guarded by laser tripwires. You must crouch down and inch your way into the shaft to grab the weapon. The golden pistol doubles as bait in a great trap, too. Crouch behind the desk near the golden pistol and watch for players

trying to nab the weapon. As they crouch down and go for it, blast them from behind.



The row of sculptures near the room's center is another good place to hide and watch for foot traffic. Every space in the display is taken at the start of the match, so you must blast one of them so you have an opening. Use cover between the openings and then lean out to make your kills.





The hanging art in the room is a good place to disappear in the middle of a firefight, but not to linger. The paintings are blown apart with just one shot, but if you need to get lost in a hurry, just step behind the tallest one for a brief moment of camouflage.

As you run along the rafters, look for goodies like paper cranes and first aid kits. You can look down from the rafters and blast players from above. It's a great vantage point for using Precision Aim.





MAP-SPECIFIC TIPS

The snaking trellises that cover the ceiling of the penthouse offer adventuresome players some pretty good places to run, hide, and find cool weapons and paper cranes. From the top of the stairs, just head out along the first trellis. When out there, you can hop to the other rails and tour the topside. You'll find assault riles, shotguns, and pistols-plus paper cranes if you want some

Tequila Bombs. These snaking







routes are also the only way to reach the ledges that run along the top of the room.



Be careful around the glass windows overlooking the outdoor balcony. They do not support the weight of



a person. You can crash right through them, landing right next to the water feature on the balcony.



The laser tripwires in the penthouse are the most intriguing feature of the map. You must watch out for them yourself, but you can also use them offensively by shooting other players into them or tripping their explosions from a distance with a chair or table. There is no surviving the explosion triggered by tripping a laser trap, so be mindful of your step. Walking right into a laser is a good way to send your score for the round right into negative territory.

ACHIEVEMENTS AND UNLOCK SHOP

Xbox 360 Achievements

If you're playing *Stranglehold* on the Xbox 360, you know all about achievements—those super-slick badges of gaming prowess. But how can you earn all 49 achievements and land a perfect 1,000 score? Here's a full breakdown of all the achievements in the game:

Story Mode Achievements				
ACHIEVEMENT	POINTS	REQUIREMENT		
Casual Difficulty	40	Complete the game on casual difficulty		
Normal Difficulty	50	Complete the game on normal difficulty		
Hard Difficulty	60	Complete the game on hard difficulty		
Hard-Boiled Difficulty	70	Complete the game on hard-boiled difficulty		
Marketplace Completed	10	Complete on any difficulty		
Tai O Completed	10	Complete Tai O chapter on any difficulty		
Mega Restaurant Completed	15	Complete Mega chapter on any difficulty		
Zakarov's Penthouse Completed	15	Complete Penthouse chapter on any difficulty		
Chicago Museum Completed	20	Complete Museum chapter on any difficulty		
Slum City Completed	20	Complete Slums chapter on any difficulty		
Wong's Estate Completed	25	Complete Wong's Estate chapter on any difficulty		
Untouchable	10	Complete a standoff by defeating all enemies without getting shot		
The Killer	10	Fire 10,000 times		
Massive D	20	Cause at least 75,000,000 of damage		
Deadly World	25	Kill 50 enemies by using environmental hazards, not guns		
Death By Swing	25	Kill 50 enemies while hanging from chandelier		
Rolling Death	25	Kill 50 enemies from a rolling cart		
Old School	25	Complete a chapter without using any Tequila Bombs		
Master of Precision Aim	25	Kill 50 enemies with Precision Aim		
Barrage Specialist	10	Use Barrage with every weapon		
Master of Barrage	25	Kill 100 enemies with Barrage		
Master of Spin Attack	25	Kill 100 enemies with Spin Attack		
Ruthless	30	Get a 50 star style combo		
Chow Would Be Proud	15	Get 10 five-star kills		
Nobody Has That Much Style	60	Get 5,000 style points		
I Don't Know How to Play Those	20	In Mega level, play the casino or restaurant sections without using guitar cases to recharge		
Paleontologist	10	In Museum level, completely destroy the <i>T. rex</i> or <i>Brachiosaurus</i> and <i>Brontosaurus</i> skeletons		
Stay Dry	10	In Slums level, complete top pathway through sewer section		
Origami Master	35	Collect 250 total paper cranes		
Meet John	5	Visit Unlock Shop		
It's All Mine	30	Purchase every item in the Unlock Shop		



Multiplayer Achievements				
ACHIEVEMENT	POINTS	REQUIREMENT		
Tea Party	15	Host and complete 10 multiplayer matches on Teahouse map		
Sea Food	15	Host and complete 10 multiplayer matches on Boat Smash map		
Mega Jackpot	15	Host and complete 10 multiplayer matches on Casino map		
Lounge Lizard	15	Host and complete 10 multiplayer matches on Lounge map		
Geronimo!	15	Host and complete 10 multiplayer matches on Totem Pole Exhibit map		
Jurassic Battle	15	Host and complete 10 multiplayer matches on Dinosaur Exhibit map		
Moving On Up	15	Host and complete 10 multiplayer matches on Penthouse map		
One Gun to Rule Them All	10	Finish first place in a ranked match		
Killing Spree	20	Get five kills in a row without dying in a multiplayer ranked match		
Hard-boiled Killer	20	Kill 307 opponents in mulitplayer		
Be the Master	20	Kill 100 opponents in multiplayer matches as John Woo		
Bullet Ballet	20	Kill 50 opponents in multiplayer while using Tequila Time		
Winner Takes All	20	Kill 50 opponents using smart bombs		
Freedom	10	Unlock all multiplayer skins in the Unlock Shop		





All that style you banked while taking down Dragon Claw and Golden Kane is good for more than Tequila Bombs—you can purchase locked content at the shop. Located right off the main menu, the Unlock Shop is staffed by none other than director John Woo. Woo peddles new character skins for multiplayer, preproduction videos, and concept art. Here's the full inventory for the Unlock Shop, including descriptions of what those hard-earned style points are truly worth.

		Art Gallery
ITEM	PRICE	DESCRIPTION
Marketplace	100	Slideshow of concept art for Marketplace
Tai O	100	Slideshow of concept art for the Stilt City
Mega	100	Slideshow of concept art for Mega Restaurant
Penthouse	100	Slideshow of concept art for Damon's Penthouse
Museum	100	Slideshow of concept art for the Chicago History Museum
Slum City	100	Slideshow of concept art for the Kowloon Shing Tsai
Wong's Estate	100	Slideshow of concept art for Wong's Estate
Abandoned Levels	100	Concepts from the editing room floor
Characters	100	Character concept art



Video Gallery				
ITEM	PRICE	DESCRIPTION		
Character Prototypes	100	The cast of Stranglehold		
Level Prototype Pack 1	100	Video of Hong Kong prototypes		
Level Prototype Pack 2	100	Video of Chicago prototypes		
Level Prototype Pack 3	100	Video of Hong Kong prototypes		
Standoff Promo	100	Promo reel showing off standoff concept		
Standoff Previs	100	Early visualization of a standoff sequence		
Spin Attack Previs	100	Early visualization of a Spin Attack sequence		
Gameplay Prototype	100	Footage of prototype gameplay sequences		
Killer Sign Prototype	100	Prototype of falling sign concept		
Paper Crane	100	Paper Crane demo		
Facial Animation Prototype	100	Reel of Tequila's different expressions		
Zipline Prototype	100	Prototype footage of zipline usage		

Multiplayer Skins				
ITEM	PRICE			
Chopper Pilot	50			
Junk Captain	50			
DC SMG	75			
DC Lieutenant	75			
19 Assassin	100			
Tequila Jacket/Sweater	100			
Solid Gold (Kwong Fang)	200			
Lok	200			

Multiplayer Skins		
ITEM	PRICE	
Yung	300	
Jerry Ying	300	
Damon Zakarov	400	
Vlad Zakarov	400	
Wong	500	
Tequila Suit	600	
John Woo	2,000	





Move-Specific Achievements

DEADLY WORLD

Worth 25 points, the Deadly World achievement is something you should earn just by completing the case and ending the reign of Dragon Claw. You must eliminate 50 enemies with environmental hazards, such as falling signs and exploding barrels. Every level is full of glints worth





The Pterodactyl skeletons at the museum hold your weight while you blast bad guys.





shooting for, such as the stones propped up in the Tai O outback or the signs hanging high in the Marketplace.





Going after this achievement is actually helpful when seeking the Chow Would Be Proud achievement, too. If you can set off huge chain reactions, such as the dragon sign in Marketplace, you earn stylish five-star kills. The Chow Would Be Proud achievement, worth 15 points, is unlocked after you earn 10 five-star kills.



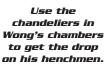
Always shoot the glints—the environmental kills are not only worth style and achievements, but they are also pretty spectacular to watch. Sniper + exploding barrel = awesome fall.

DEATH BY SWING



Banking this achievement isn't too difficult, as long as you always make use of the chandeliers and hanging lanterns in every

stage (which you should do because paper cranes are often dangling beneath them). Just leap out to a chandelier when the room is full of enemies and use Tequila Time to pick them off one by one.







Only enemies killed by shooting them from a chandelier count toward this achievement—not enemies you crash down upon after dismounting.

ROLLING DEATH





The Rolling Death achievement is earned by blasting 50 enemies while sailing across a room on top of a roll cart. There are several roll



carts strewn across the stages, such as a food cart in the Chicago History Museum, a service cart in Mega, and the roll cart in the Marketplace. Because these carts aren't exactly plentiful, you need to use them whenever you spot them. Pop into Tequila Time so you can clear a path through the middle of a crowded room without much risk.



STRHINE

MASTER OF PRECISION AIM





This is one of the easiest achievements to earn because the Precision Aim Tequila Bomb is so essential for completing the

case. Precision Aim is an excellent way to close a great distance between you and a target, such as a sniper, or to stop an enemy you spotted at the last second. Hitting Precision Aim slows the world down, giving you a chance to fire off a single, lethal shot before the enemy can take you out. As long as you keep earning style points by making artful kills, you will earn plenty of Tequila Bombs for unlocking this achievement.

MASTER OF BARRAGE

The Master of Barrage achievement is unlocked by eliminating 100 enemies while using the Barrage Tequila Bomb. To earn this achievement (and maximize the effectiveness of the Tequila Bomb), make sure you always use it in a crowded area. When you first earn the Tequila Bomb in Tai O, use it right away to rack up six or seven easy kills. Later in the case, though, use it in busy places

like the Chicago







History Museum and Wong's Estate.

MASTER OF SPIN ATTACK







Earning the Master of Spin Attack achievement is a bit trickier than the Master of Barrage achievement because unloading this Tequila Bomb inhales threequarters of your gauge. To make the most of each use, you must make sure it's only activated in areas with at least four or five enemies. In all likelihood, you may even have to play through the game more than once to store up the number of

Spin Attack kills required to earn the achievement.



Wong's Estate, the Chicago History Museum, and the debris field of the Slums of Kowloon are great places to maximize the effectiveness of the Spin Attack.

BARRAGE SPECIALIST

Barrage Specialist is only worth ten points, but it's still a fun achievement to earn. You must use Barrage with every single weapon in the game, including the hard-to-find golden pistols and the rocket launcher. The rocket launcher shows up in Tai O for the first time (hidden between two cargo containers on a ship), while the golden pistols are found in the Zakarov Penthouse and later areas.



Shotgun





Submachine Gun



Assault Rifle



Heavy Machine Gun



Rocket Launcher



A pair of golden pistols is in the Marketplace, but since you don't have Barrage just yet, you cannot use them for this achievement.

Chapter-Specific Achievements

There are three achievements tied to requirements within each level. To earn these three achievements, worth 40 points total, you must seek out special places or objects unique to each chapter. For the third chapter, Mega, you must not use the guitar cases to earn the I Don't Know How to Play Those achievement. Here's how you can earn these three achievements and boost your Gamerscore by 40 points.

I DON'T KNOW HOW TO PLAY THOSE

Jerry Ying gives you two guitar cases at the beginning of chapter 3 that contain ammunition and first aid kits. To earn this achievement, you must place these cases in the restaurant and casino, but not use them. The ruthless onslaught of criminals pouring into the Mega





resort makes it tough to not use the guitar cases, but it can be done. You must rely on Health Boost Tequila Bombs to up your health and always be on the lookout for dropped weapons to keep your ammo stocks full. If necessary, you may even have to drop a weapon entirely and pick up a new gun to keep from visiting the guitar cases.





The gangsters that crash the resort via the boat are especially tough. This is when you'll be especially tempted to use a guitar case, but if you keep them at a distance, you can manage them with Precision Aim. In the casino section. make sure you pick up all the paper cranes so you can

keep using Health Boost to withstand the multiple waves of dark-suited thugs storming the bottom floor.



STREINER FIORE

PALEONTOLOGIST

There are two dinosaur exhibits at the Chicago History Museum. To earn the Paleontologist achievement, you must completely destroy the priceless Brachiosaurus or T. Rex fossil records. Put your guilt aside when you spot the massive skeletons and start blasting. The skeletons are





pretty intricate, so it may take some time to reduce each mighty beast to wisps of dust. Manage the thugs in the room first, and then turn your attention to the skeletons to finish off the achievement requirements.

STAY DRY





When you drop into the sewers below the slums, you immediately spot two routes. The lower route is the one of least resistance. but if you take it, you miss out on the Stay Dry achievement. However, you cannot simply run along this top route. The floor is unstable.

It crumbles beneath your feet and the gaps in it require diving.

To properly cross the gaps in the top route. stick to the walls whenever possible and never linger after a dive. Slamming into the ground shakes it loose, so if you just stand there, expect to get your feet wet in a couple of seconds. When you reach the

sewer's end, dive





to the stairs to complete the achievement.

Other Achievements

There are a variety of other achievements to earn in *Stranglehold*, such as The Killer, which asks you to fire over 10,000 times. (No problem.) However, some of the achievements are a bit tougher to land, so check out these tips for boosting your Gamerscore.

MASSIVE D



on it, so how do you cause enough damage for the achievement? Blast everything that you imagine has value. Destroy every car in the parking garage and ruin the entire penthouse in chapter 4. Every fossil and priceless heirloom in the Chicago History Museum must be destroyed. Wong's Estate must be left a smoking heap—especially that gorgeous jade dragon in the big boss's chambers. If it looks like somebody must want it undisturbed, take it out.

ORIGAMI MASTER





You must collect 250 paper cranes to earn the Origami Master achievement—this could take more than one play through, depending on how religious you are about seeking out the paper cranes. Keep seeking out their telltale glow. Pick them up not only to earn this achievement, but also to keep rolling in Tequila Bombs.

UNTOUCHABLE





If you manage to escape a standoff without taking any damage, you earn the Untouchable achievement. To avoid damage, keep dodging—constantly pivot left and right so the thugs can never draw a bead on you.



OHEVEWENTS BAD UNLOCK SHO

Behind the Scenes John Woo (Director)



Director John Woo is indisputably the most influential director in the Hong Kong cinema scene, having created entirely new aesthetics and storytelling techniques that are often imitated by countless other directors. His Hong Kong action films, such as *A Better Tomorrow* and *Hard Boiled* are lauded for blowing open the doors on Hong Kong cinema, exposing the entire world to a hotbed of daring and creativity in filmmaking.

Woo's love of film lead to a career in the nascent Hong Kong film industry. After a successful first feature, *The Young Dragons* in 1974, Woo became a celebrated talent. After directing *A Better Tomorrow* in 1986, which was a smash hit around the world, there was no looking back. The movie was praised for its astounding cinematography and atmosphere. It turned Woo into a sensation. The film's star, Chow Yun-Fat, was also vaulted to fame.

A Better Tomorrow launched an entire subgenre of the Hong Kong action film called "heroic bloodshed." Heroic bloodshed movies often feature themes of honor, love, and salvation. These themes continue through the film The Killer, a tale about an assassin with a strict code of honor, and are also prevalent in Hard Boiled, the movie that inspired Stranglehold. Hard Boiled is highly esteemed as one of the best examples of heroic bloodshed films.

In 1993, John Woo made his debut in Hollywood. He subsequently directed and produced many films including *Broken Arrow*, *Face/Off* and *Mission: Impossible* II, which went onto to make him a billion dollar director at the box office. This is a time of firsts for John. In addition to *Stranglehold* being his first video game to be released, he also recently released his first comic book series and is producing his first anime feature, *Ex Machina*. John is currently in production on *Red Cliff*, an epic battle story being shot entirely on location in China.



FILMOGRAPHY (AS DIRECTOR)

The Young Dragons (1974)
The Dragon Tamers (1974)
Princess Chang Ping (1975)
Hand of Death (1975)
From Riches to Rags (1977)
Money Crazy (1977)
Follow the Star (1978)
Last Hurrah for Chivalry (1978)
Hello, Late Homecomers (1978)
Laughing Times (1981)
To Hell with the Devil (1981)

Plain Jane to the Rescue (1982) When You Need a Friend (1984) Run, Tiger, Run (1985) Heroes Shed No Tears (1986) A Better Tomorrow (1986) A Better Tomorrow II (1987) Tragic Heroes (1989) The Killer (1989) Bullet in the Head (1990) Once a Thief (1991) Hard Boiled (1992) Hard Target (1993)
Once a Thief (1996)
Broken Arrow (1996)
Face/Off (1997)
Blackjack (1998)
Mission: Impossible II (2000)
Windtalkers (2001)
Paycheck (2003)
All the Invisible Children (2005)

STRAINE FINE

Chow Yun-Fat (Inspector Tequila)







Actor Chow Yun-Fat, one of Hong Kong's biggest stars, shot to international fame via his work with director John Woo in films like *The Killer*, *A Better Tomorrow*, and *Hard Boiled*. Before this celebrated film work, Chow was a television actor in the successful gangster serial, *The Bund*.

While Chow is known for his action work in America and Europe, he has a considerable reputation in Asia as a gifted comedian and romantic leading man. In the films *God of Gamblers* and *An Autumn's Tale*, Chow stepped outside the tough-as-nails gangster or cop role to

indulge in light comedy and blossoming romance. Both films, as well as many others in these genres, were great successes for Chow.

Chow made the move to American cinema in 1998 for the film *The Replacement Killers*, but he earned great acclaim for his role as the King of Siam in *Anna and the King* in 1999. However, it was 2000's *Crouching Tiger, Hidden Dragon*, a worldwide hit, that truly made Chow Yun-Fat a known name around the globe. Chow's most recent performance was as the pirate Sao Feng in *Pirates of the Caribbean: At World's End.*



Reincarnation (1976)

The Hunter, the Butterfly, and the Crocodile (1976)

Club Girl Story (1976)

Learned Bride Thrice Fools Bridegroom (1976)

Hot Blood (1977)

Heroic Cops (1978)

Miss O (1978)

Mad Love (1978)

Police Sir (1980)

Master Father (1980)

Joy to the World (1980)

The Executioner (1981)

The Postman Fights Back (1981)

The Story of Woo Viet (1981)

The Shell Game II (1981)

Long Goodbye (1982)

Shanghai Beach II (1983)

Last Affair (1983)

Bloody Money (1983)

Hong Kong 1941 (1983)

Love in a Fallen City (1984)

The Occupant (1984)

Women (1985)

The Nepal Affair (1985)

Lost Romance (1985)

Why Me? (1985)

Love Unto Waste (1986)

FILMOGRAPHY

Seventh Curse (1986)

A Better Tomorrow (1986)

Rose (1986)

100 Ways to Murder Your Wife (1986)

Lunatics (1986)

Dream Lovers (1986)

A Hearty Response (1986)

City on Fire (1987)

Spiritual Love (1987)

Flaming Brothers (1987)

Scared Stiff (1987)

An Autumn's Tale (1987)

Tragic Hero (1987)

Prison on Fire (1987)

Code of Honor (1987)

A Better Tomorrow II (1987)

Rich and Famous (1987)

My Will, I Will (1987)

City War (1989)

Romancing Star (1987)

The Eighth Happiness (1988)

Fractured Follies (1988)

Goodbye, My Friend (1988)

Cherry Blossoms (1988)

Tiger on Beat (1988)

Greatest Lover (1988)

City War (1988)

Diary of a Big Man (1988)

All About Ah-Long (1989)

The Killer (1989)

The Fun, the Luck, and the

Tycoon (1989)

A Better Tomorrow III (1989)

God of Gamblers (1989)

Triads: The Inside Story (1989)

Wild Search (1990)

Black Vengeance (1990)

God of Gamblers II (1991)

Once a Thief (1991)

Prison on Fire II (1991)

Now You See Love, Now

You Don't (1992)

Hard Boiled (1992)

Full Contact (1992)

Treasure Hunt (1994)

God of Gamblers Returns (1994)

The Peace Hotel (1995)

The Replacement Killers (1998)

The Corruptor (1999)

Anna and the King (1999)

Crouching Tiger, Hidden Dragon

(2000)

Bulletproof Monk (2003)

Waiting Alone (2004)

The Postmodern Life of

My Aunt (2006)

Curse of the Golden Flower (2006)

Pirates of the Caribbean: At

World's End (2007)